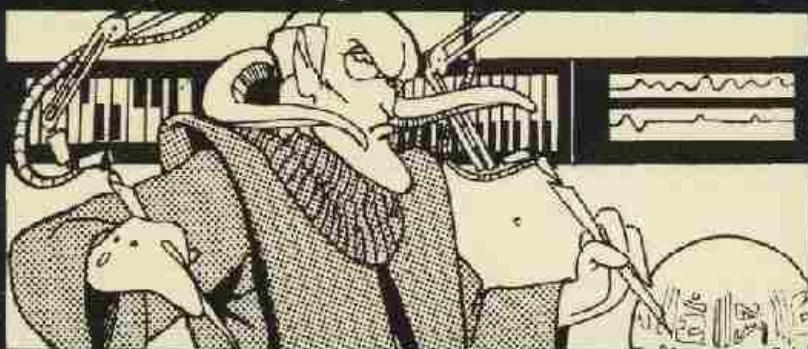
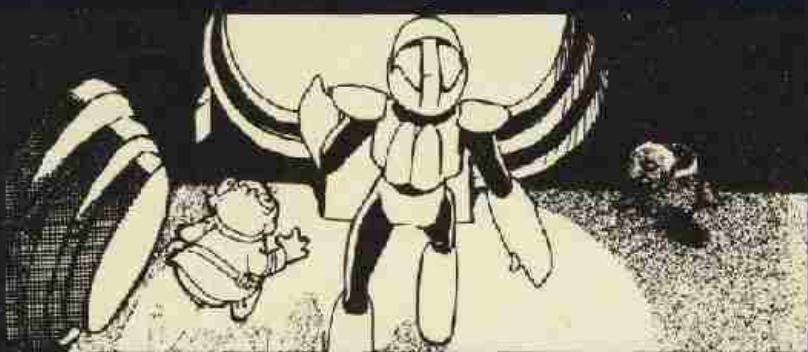


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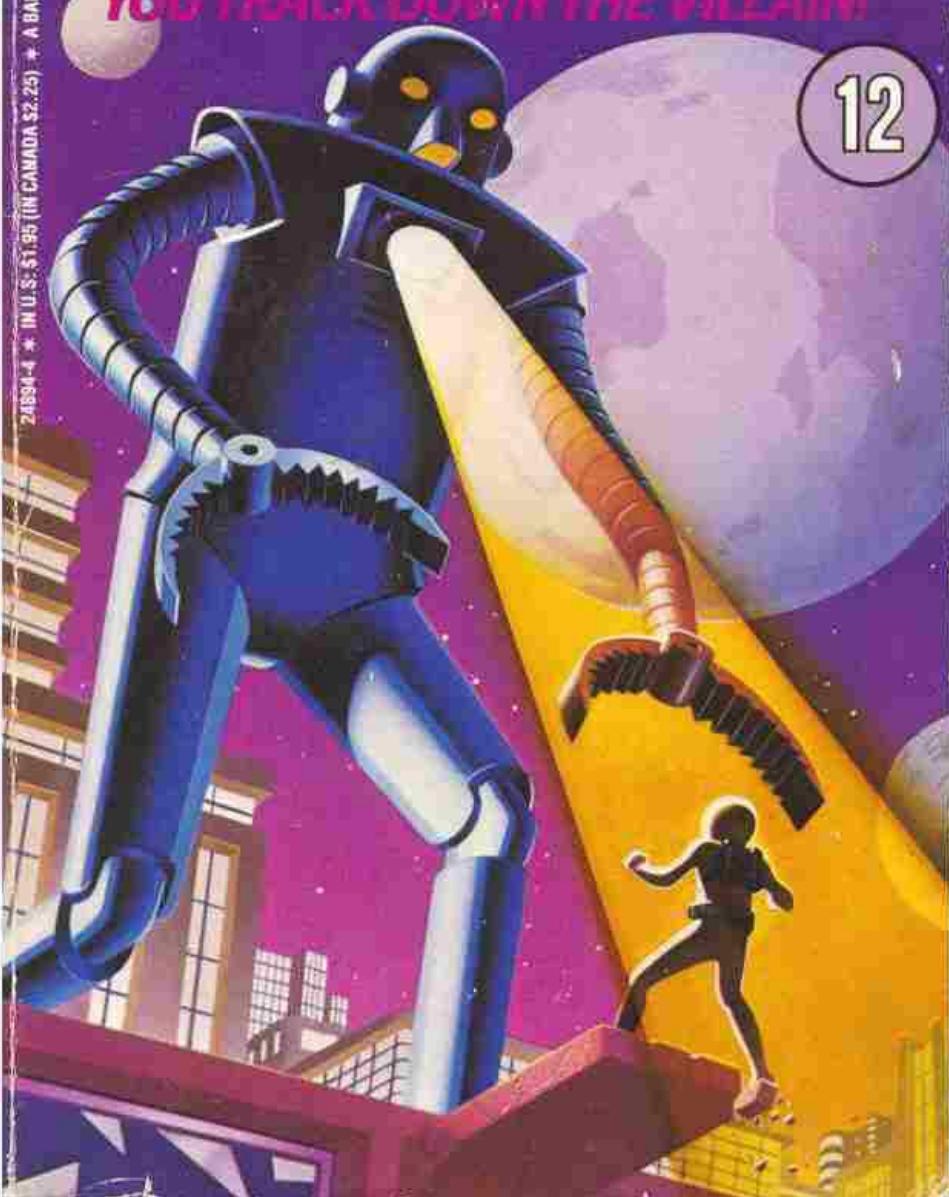
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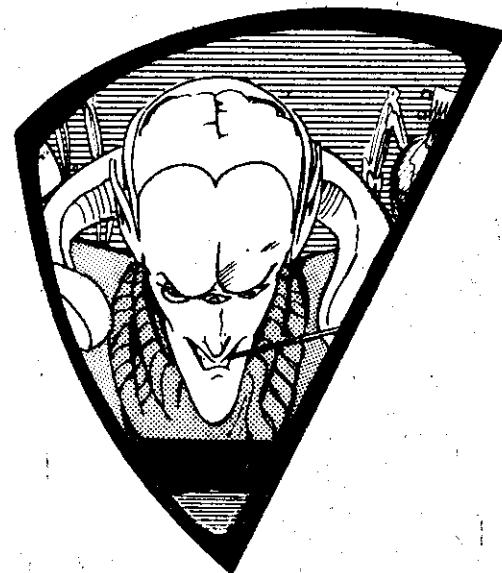
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12



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WANTED:
Skystalker.

CRIME:
Theft.

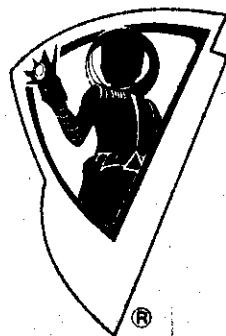
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SKYSTALKER

by Len Neufeld
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Len Neufeld is a free-lance writer and editor living in Brooklyn, New York, with his wife, Elynn, and two sons, Josh and Jacob. He is the author of *Be An Interplanetary Spy* #7, *Rebel Spy* and #9, *Ultraheroes*.

Brian Humphrey is an illustrator and fashion designer whose work has previously appeared in *The Ghost Light* and in *Time Machine* #6, *The Rings of Saturn*. He currently resides in New York.

RL 4, IL age 9 and up

SKYSTALKER

A Bantam Book/September 1985

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Introduction

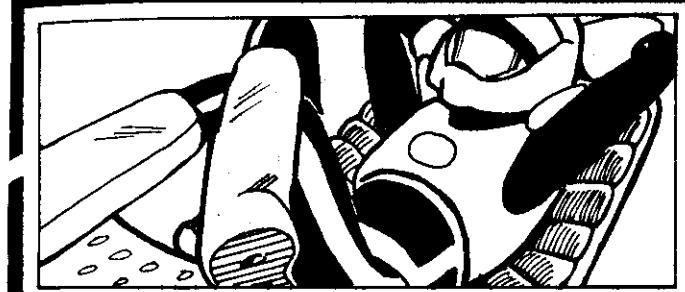
You are an Interplanetary Spy. You are about to embark on a dangerous mission. On your mission you will face challenges that may result in your death.

You work for the Interplanetary Spy Center, a far-reaching organization devoted to stopping crime and terrorism in the galaxy. While you are on your mission, you will take your orders from the Interplanetary Spy Center. Follow your instructions carefully.

You will be traveling alone on your mission. If you are captured, the Interplanetary Spy Center will not be able to help you. Only your wits and your sharp Spy skills will help you reach your goals. Be careful. Keep your eyes open at all times.

If you are ready to meet the challenge of being an Interplanetary Spy, turn to page 1.

TOP
SECRET



You are a level 3 Interplanetary Spy, cruising the spacelanes in your patrol ship. Suddenly your ship's computer picks up an incoming signal. To receive the message enter your Interplanetary Spy "N" number below.

- - -

If you are not sure of your number, check the back cover of this book.

Turn to page 2.

2

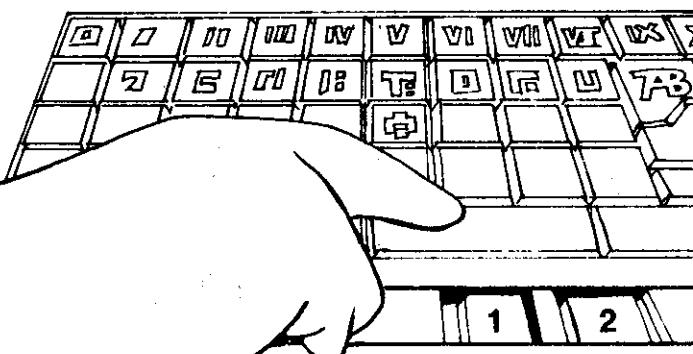
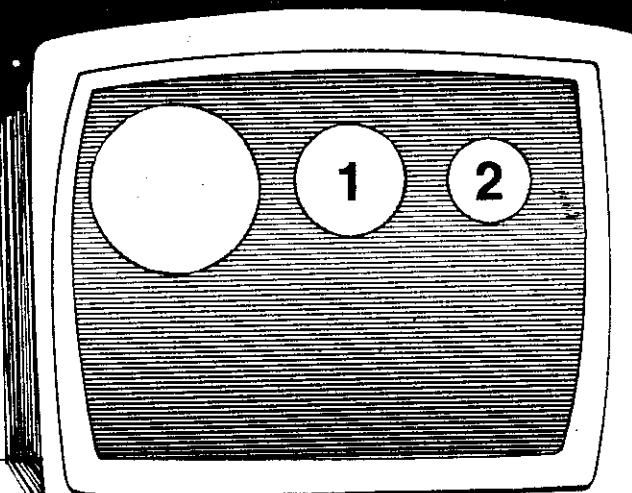
The message is coded top-priority from Spy Center.



The ship's computer will decode the message if you push the button for the circle that is half as big as the large circle.

3

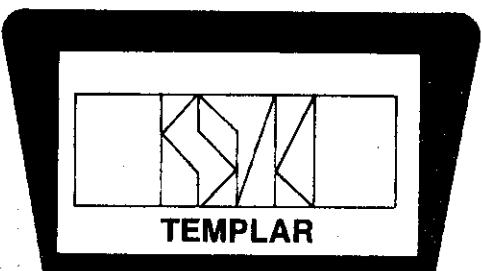
This is your first chance to use your level 3 Spy skills!



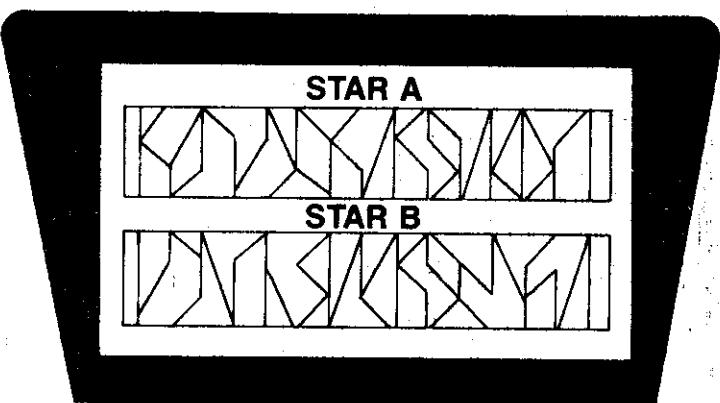
Push button 1? Turn to page 20.
Push button 2? Turn to page 11.

You leave the warp storm behind as your ship's hyperdrive takes you through Sector 70 at incredible speed. Soon you arrive in Sector 72.

Your computer shows you part of Templar's starlight pattern.



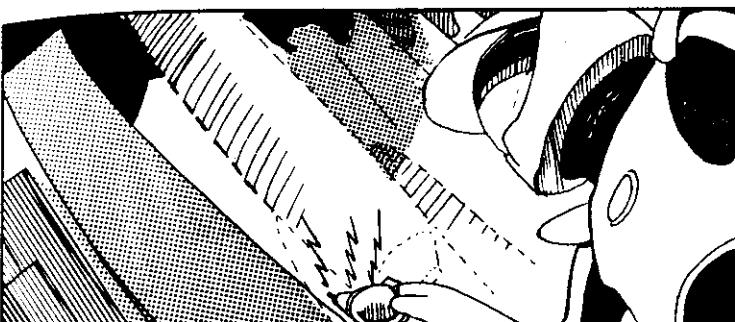
Then the computer shows you the starlight patterns of two nearby stars.



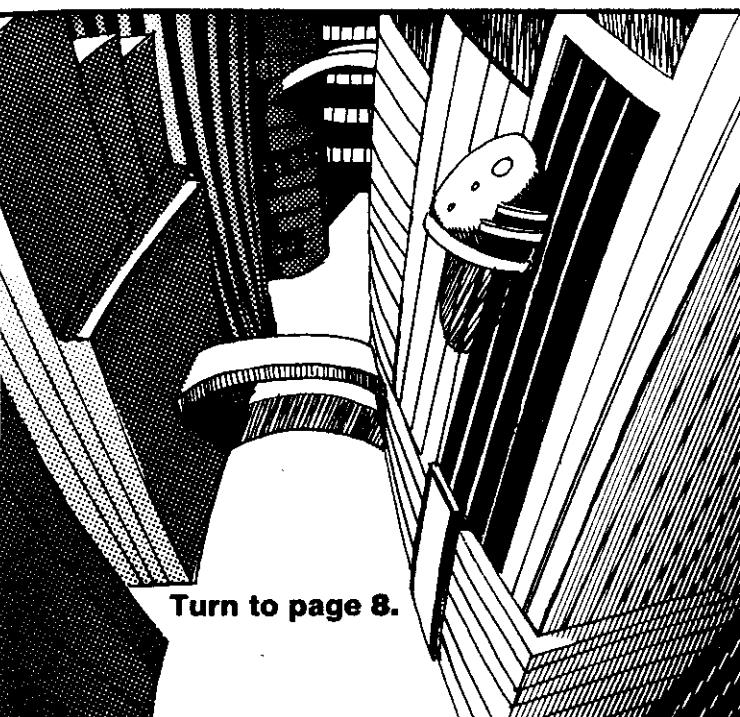
Which star is Templar?

**Star A? Turn to page 12.
Star B? Turn to page 27.**

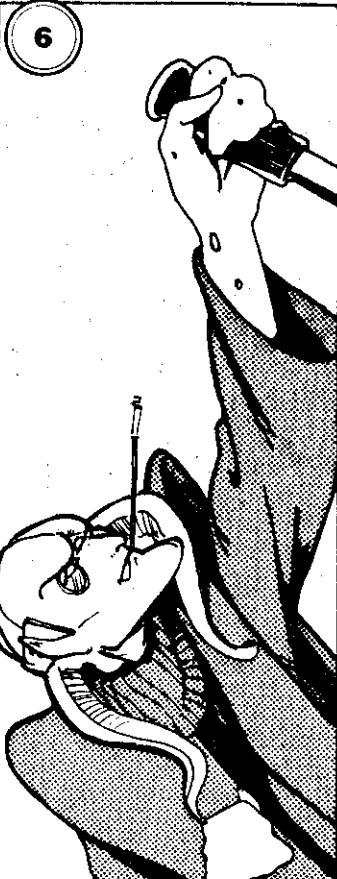
Well done, Spy! The ship flickers and fades away. You can feel it, but you can't see it!



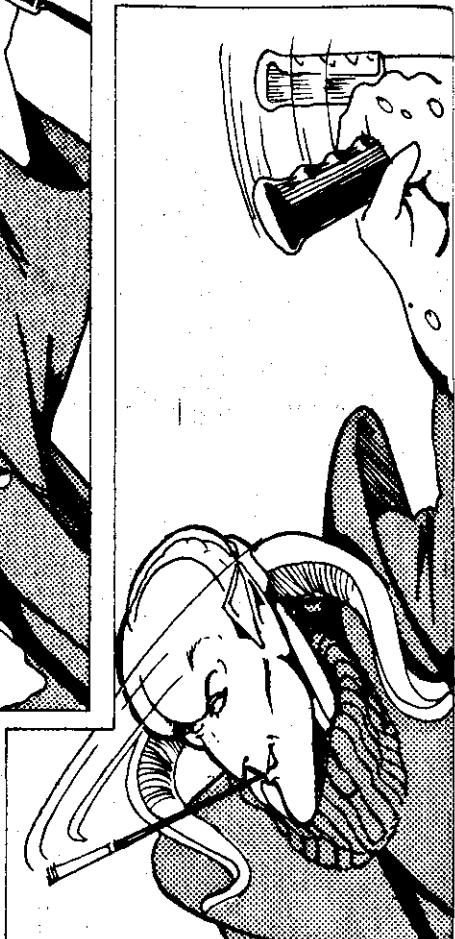
You put the invisitron in your pocket and set out to search for Skystalker—but which way should you go? The dark, unfamiliar city offers no clues.



Turn to page 8.



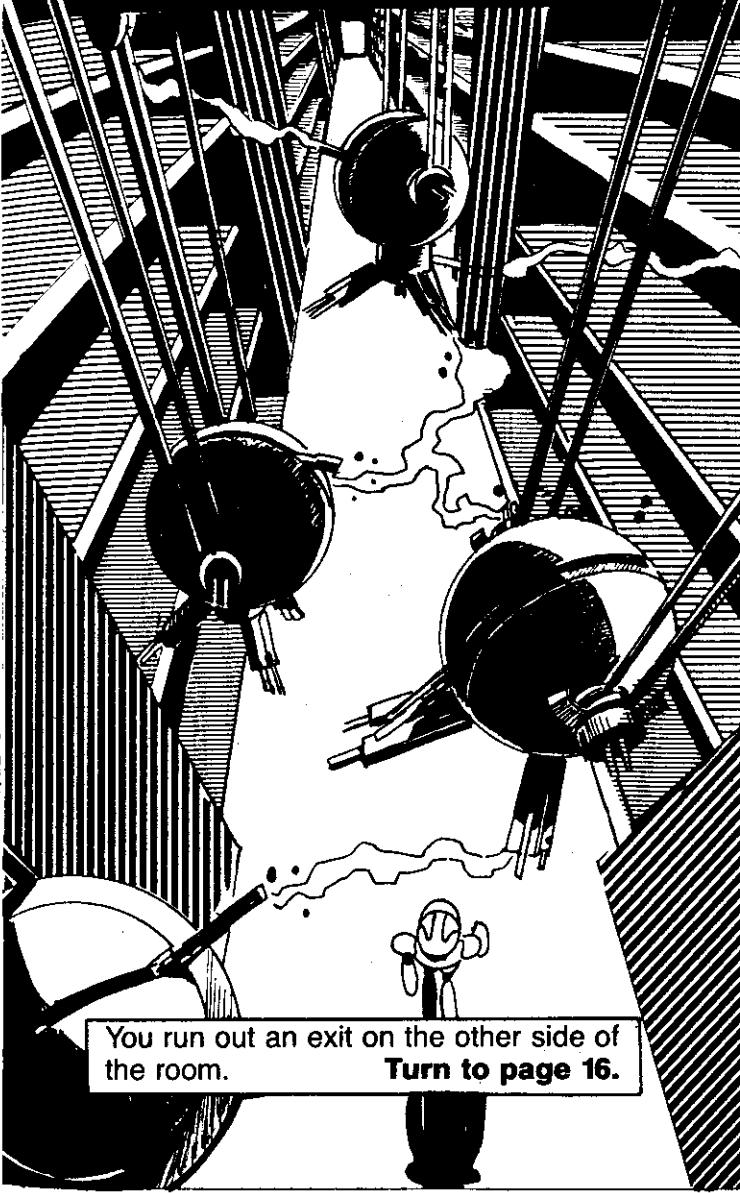
Skystalker laughs and says, "Too bad for you!"



He pulls down a lever on a control panel.

Turn to page 15.

The north corridor leads to a cavernous room filled with huge, silent machines. The noises are farther away now.



You run out an exit on the other side of the room.

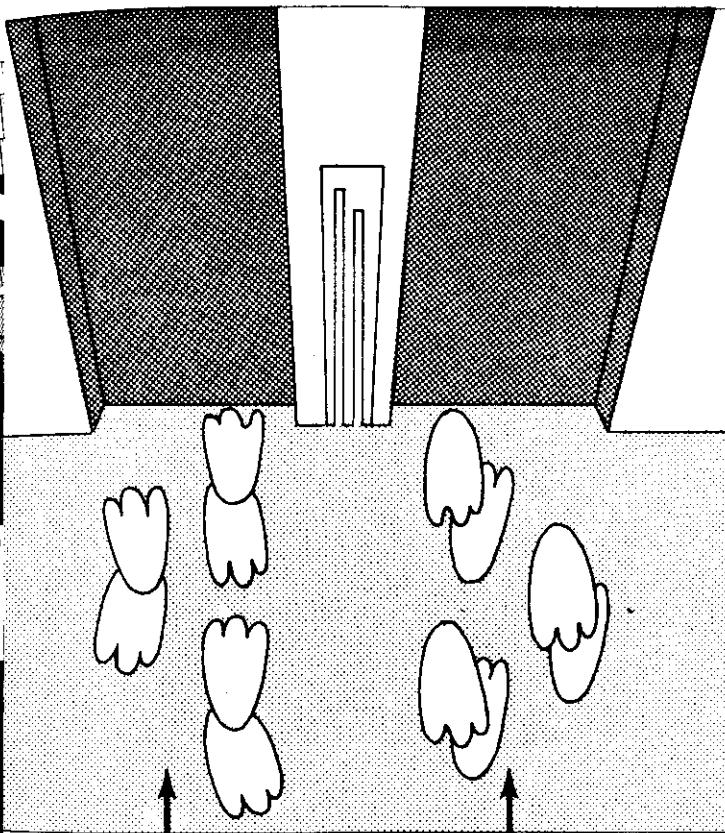
Turn to page 16.

You start walking along a curving avenue. The city seems deserted.



Turn to page 31.

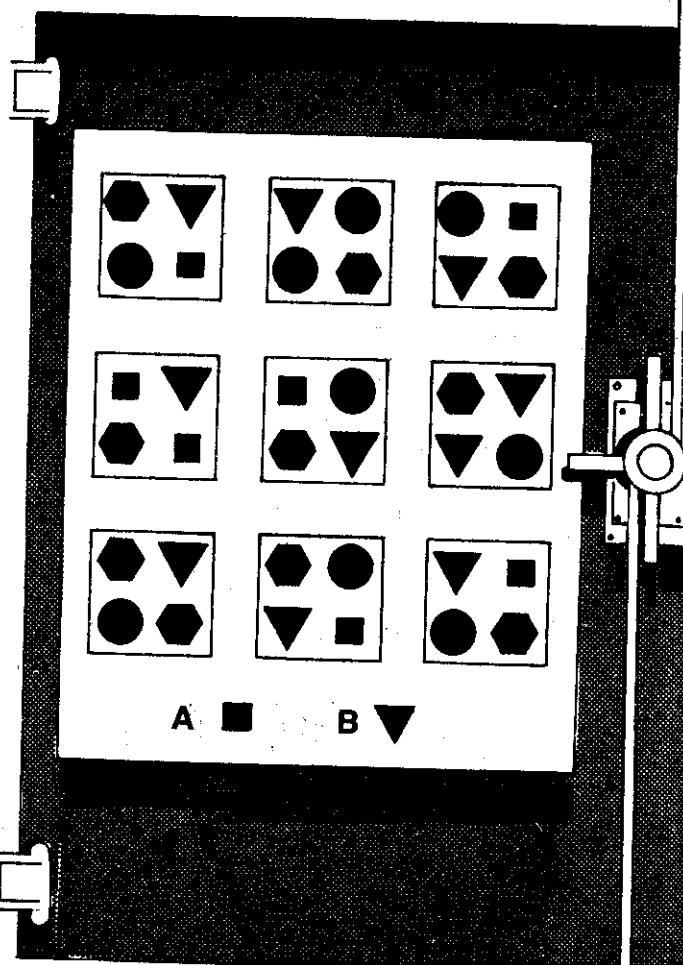
You follow it into a room with two doors. The creature must have gone through one of the doors, but which one? You can figure out which door by examining the tracks in the dust in front of the doors.



This door?
Turn to page 17.

This door?
Turn to page 37.

You can open the door by pushing the shape that appears in all the boxes.



Shape A? Turn to page 35.
Shape B? Turn to page 29.

You push the correct button, and the computer transmits the message:



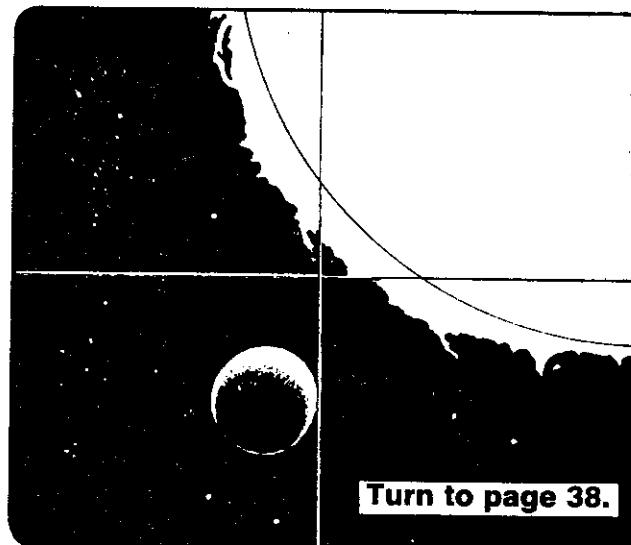
"Attention, Spy! A criminal who calls himself Skystalker has been spotted in Sector 72, near the star Templar. He has stolen the ancient Romular Sphere from the planet Kellzor, in the Utonian system."

Turn to page 21.

You have correctly identified Templar and soon approach the brightly glowing star. Using the ship's telescope, you explore the velvety blackness of the space near the star.

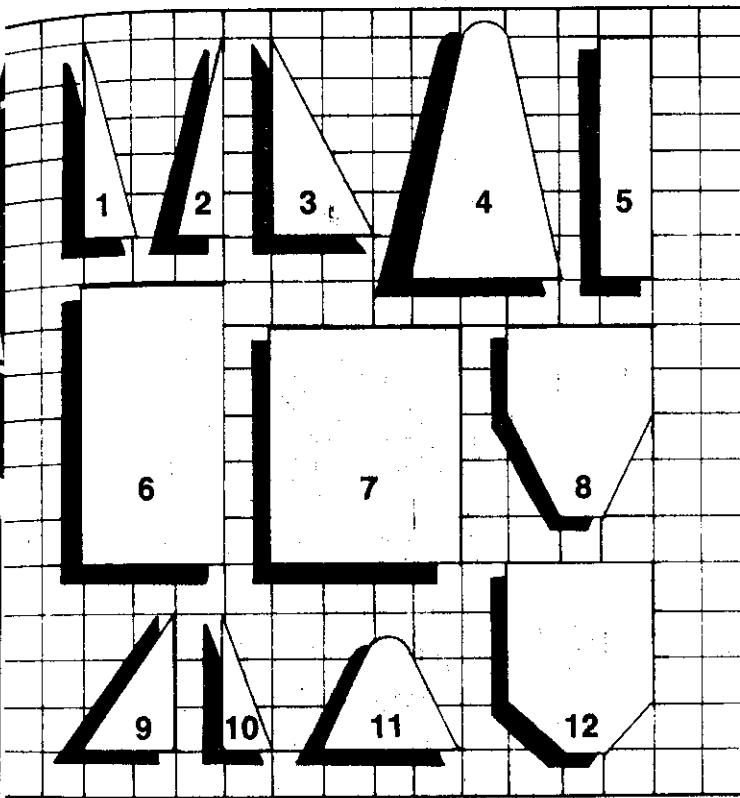


At first you see nothing. But then you notice an object that looks like a moon orbiting close to Templar.



Turn to page 38.

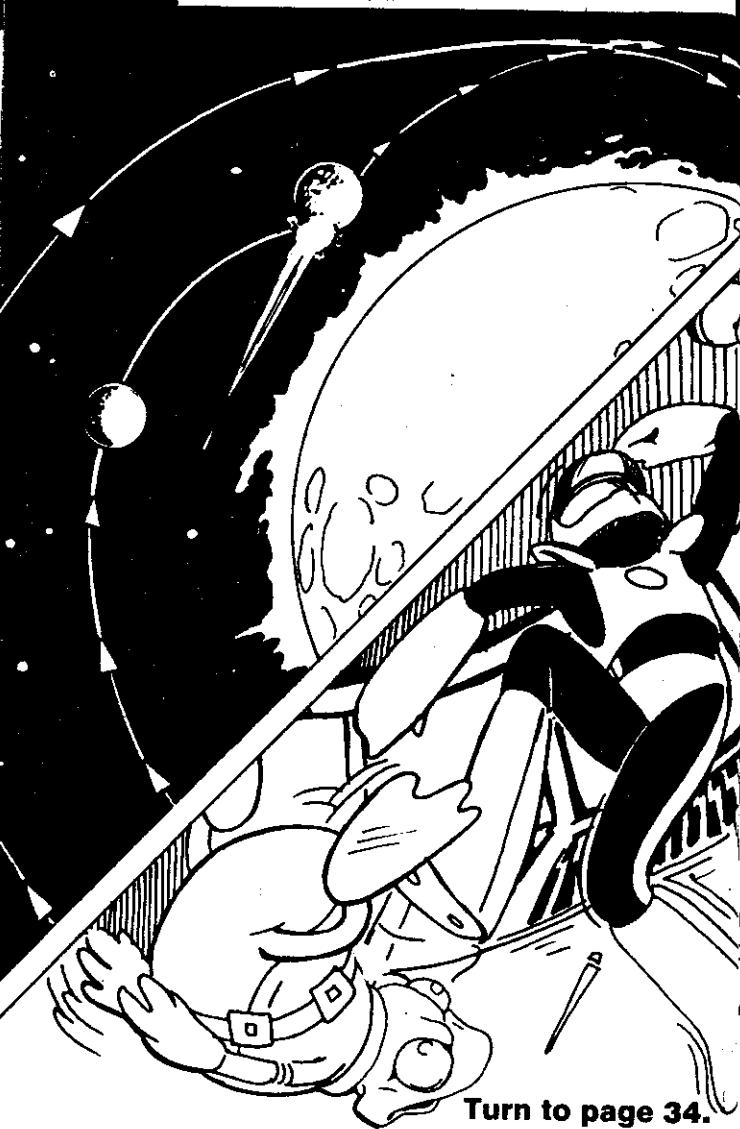
Numbered shapes appear on the invisitron's screen. You can make the ship invisible by touching the shapes that will fit together to make the shape of your ship: (If you are not sure, check page 40.)



Do you touch shapes 1, 2, 4, 6, 8?
Turn to page 5.

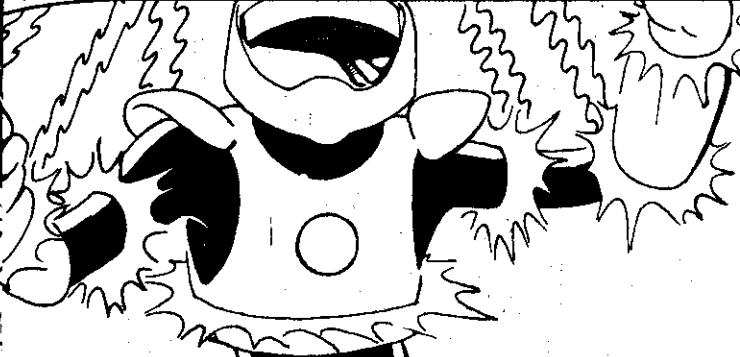
Do you touch shapes 3, 7, 9, 11, 12?
Turn to page 19.

Nice work, Spy! The rockets fire, and you and Daxon can feel the planetoid move as it shifts into a stable orbit.

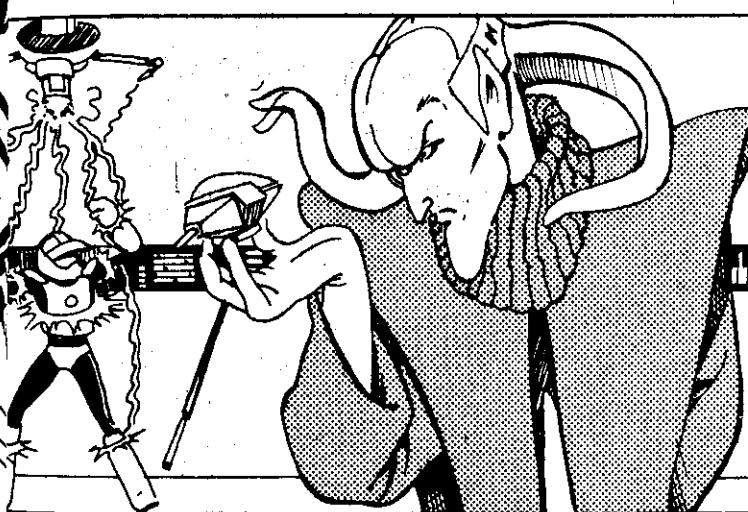


Turn to page 34.

The bars of the energy cage snake out and grab you! You can't move.



Skystalker approaches. He searches you and takes the invisitron. Then he says, "Hunting is my favorite sport, and you look like excellent game! Run away and hide, if you can. I'll be after you soon!"

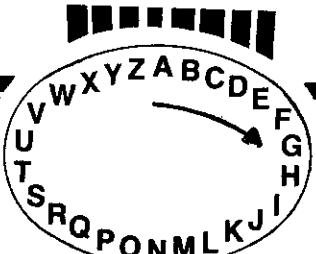


He touches a button on the control panel, and the room goes dark. Then the lights flash back on—but Skystalker is gone!

Turn to page 50.

You go through a corridor that leads to door. You open it and walk into a room. The door slams and locks behind you. Objects that remind you of toys are scattered about.

The only exits are two doors with signs and an alphabet wheel above them. You see that the signs are in code. Perhaps you can use the alphabet wheel to decode them. You realize that each letter in the signs represents the letter before it in the alphabet wheel: (The letter B in the sign is the letter A in the alphabet wheel.)



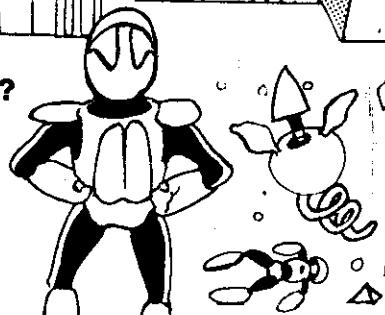
SFTUBVSBOU

GBDUPSZ

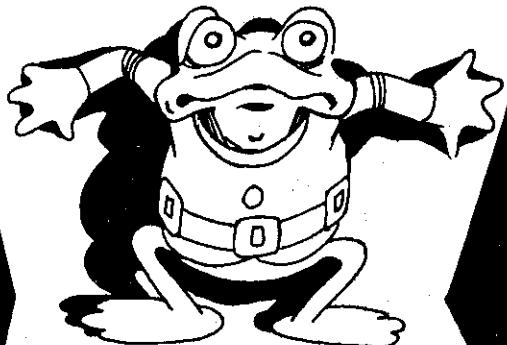
You hear the noises getting closer to the door you entered by.

Do you go to the SFTUBVSBOU?
Turn to page 42.

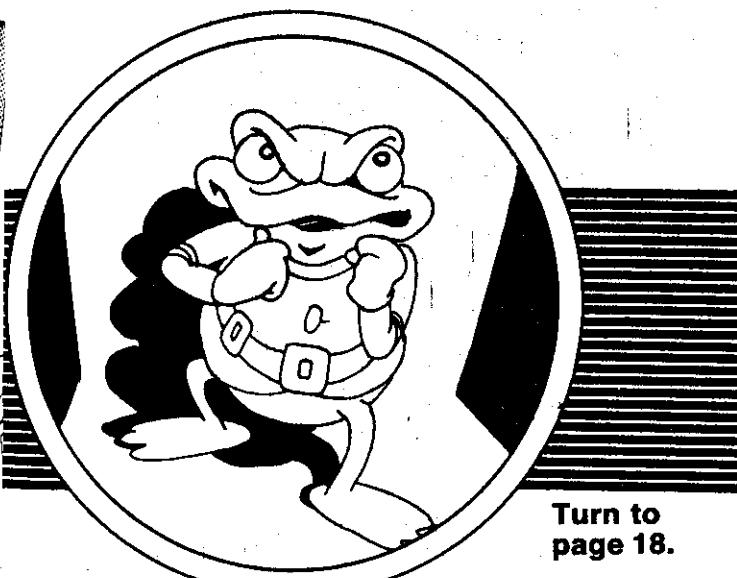
Do you go to the GBDUPSZ?
Turn to page 36.



You throw open the door and rush into a small closet.



The creature, backed against the wall, looks frightened but ready to fight.



Turn to page 18.

You tell the creature that you mean it no harm.

It says, "You mean you're not working for Skystalker?"

You tell him that you are not.

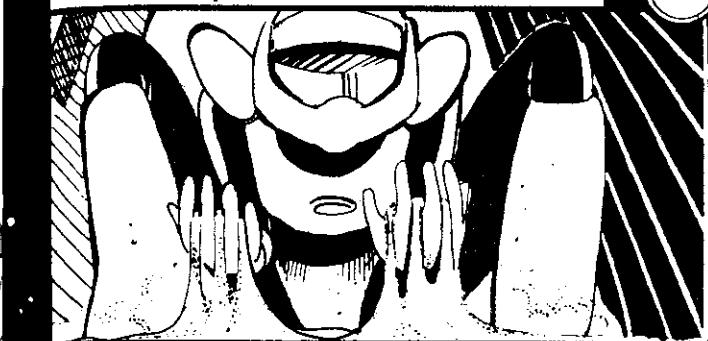
The alien raises one hand in a gesture of friendship and says, "My name is Daxon, from the planet Orminia."



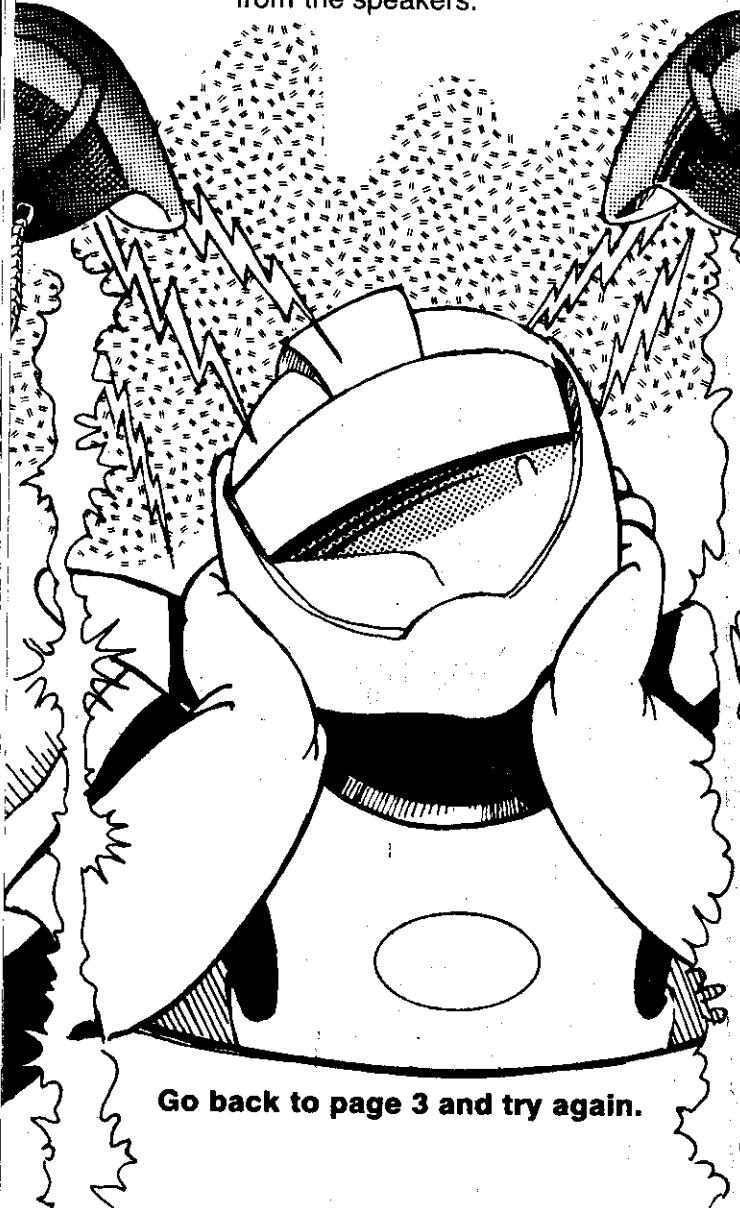
Turn to
page 30

You touched the wrong shapes! The ship turns into a pile of dust!

You are stranded on the planetoid—but not for long. Soon you will pay a short, hot visit to Templar!

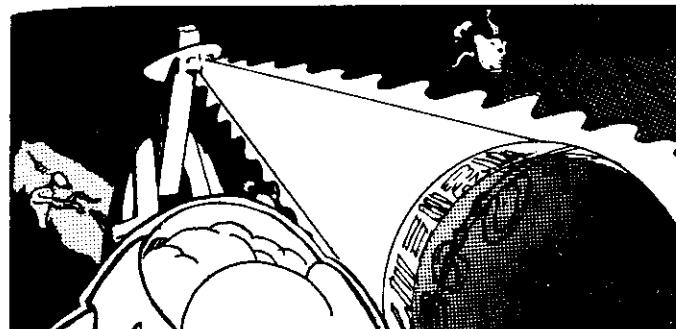


You pushed the wrong button! A deafening flood of space static pours from the speakers.



Go back to page 3 and try again.

"The Kellzorians recently discovered the sphere buried deep within the ice cap at their north pole.

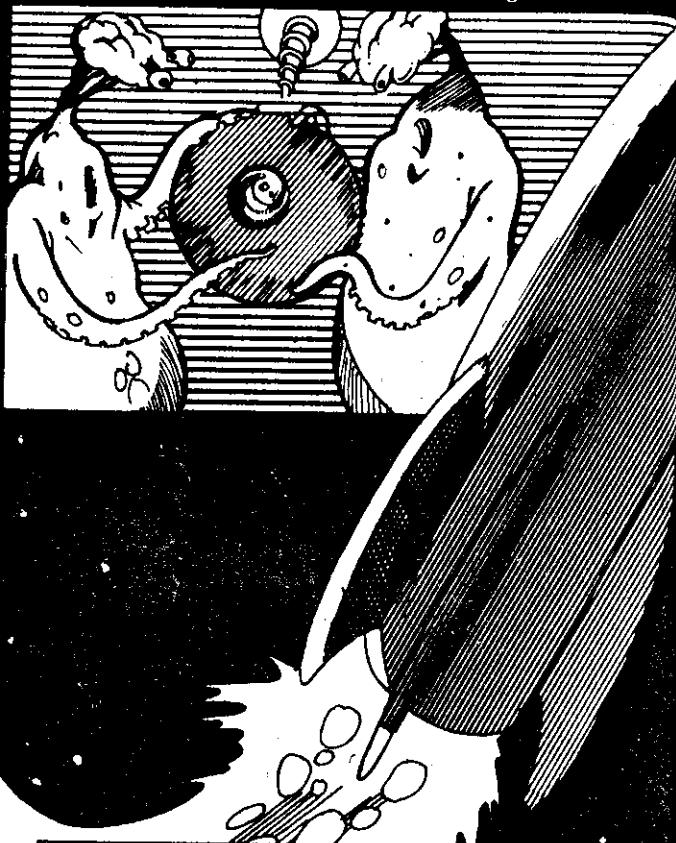


"Spy Center has found out that Skystalker knows it is very valuable. The sphere is the only known object made of qualium, the rarest metal in the galaxy.

Turn to
page 22.



"But the sphere is also infinitely dangerous! Kellzorian scientists analyzed it with magnetonic rays. They learned that inside the sphere is a liquid substance called negatrol. Negatrol turns everything it touches into more negatrol."



"If released from the sphere, the negatrol could eventually turn the entire galaxy into negatrol! Qualium is the only material that negatrol does not turn into negatrol."

Go on to the next page.

"Skystalker doesn't know that the sphere contains negatrol. If he opens it, all is lost!"

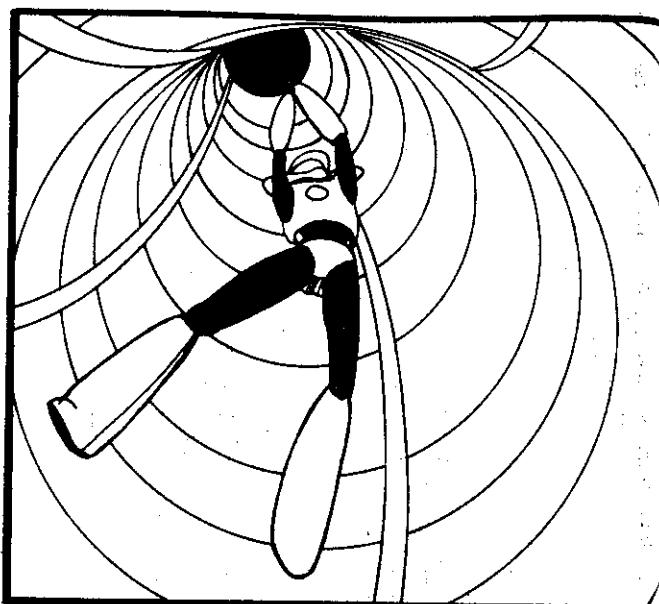


The face of Centana, a level 10 agent at Spy Center, appears on your screen. You have been hearing her voice. "Spy, you must capture Skystalker before he opens the sphere. Then return the sphere to its rightful owners, the Kellzorians. Good luck!" The screen goes blank.

Turn to page 28.

You take path A and come out of the maze in a tunnel. A force field snatches you and whisk you up the tunnel.

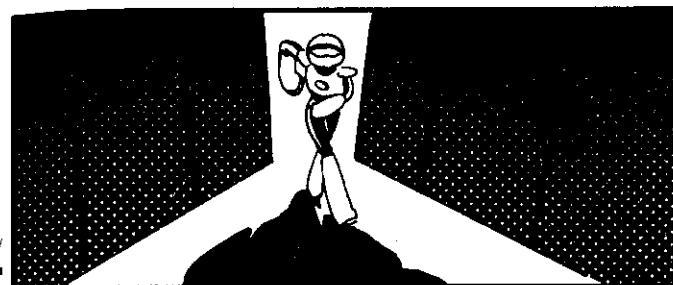
You're not sure where to go, but you must move fast. You run along an avenue.



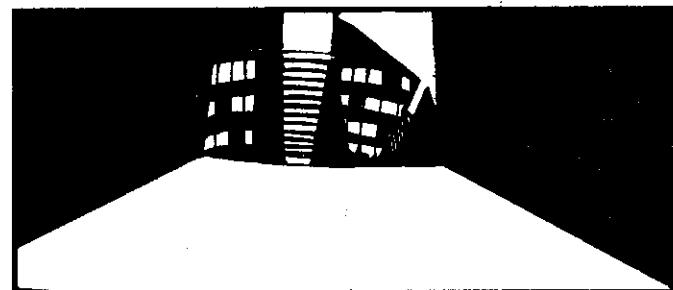
In an instant, you are set onto the surface of the planetoid.



Suddenly you hear a loud whirring noise and heavy thumps behind you. You can feel the ground vibrate beneath your feet. You duck into a narrow passageway.



The noises grow louder! You run toward the other end of the passageway.

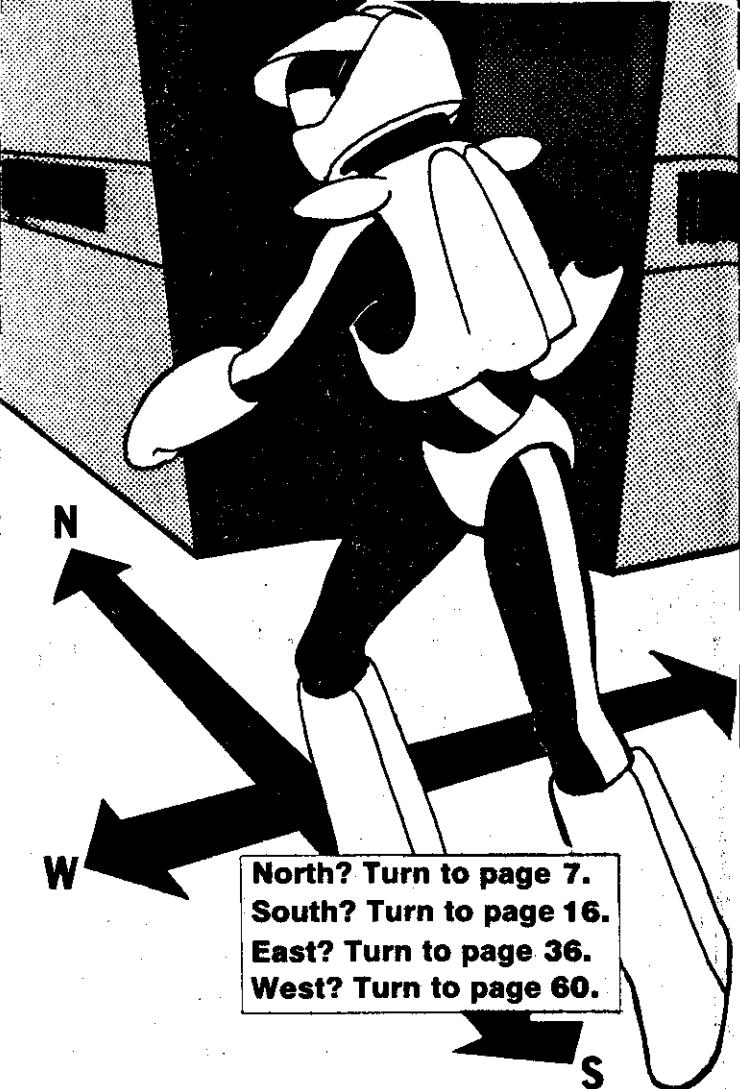


Go on to the next page.

Turn to page 26.

There is a tunnel entrance at the end of the passageway. With whatever is making the noise getting closer, you have no choice but to go down into the tunnel.

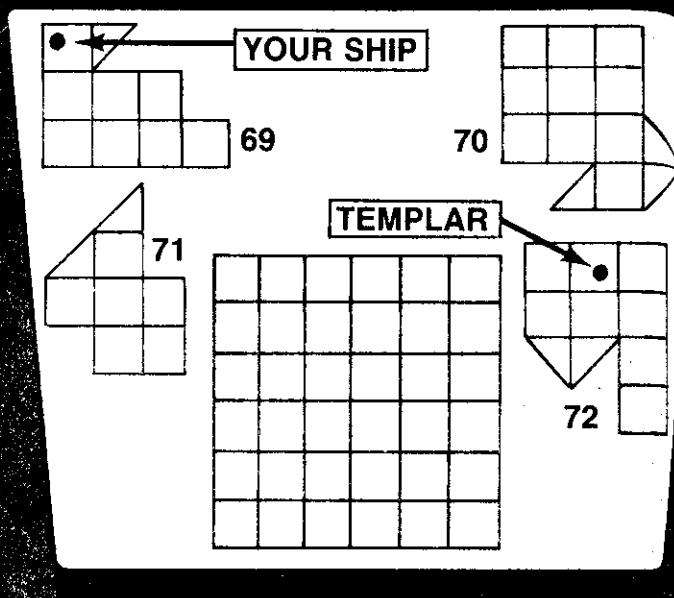
At the bottom, corridors lead in four directions



You approach the star.



Now you must set your course for Templar, in Sector 72.



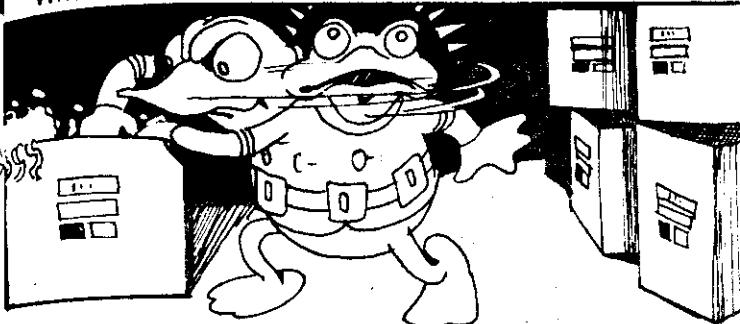
But a nearby warp storm is causing your computer to malfunction slightly. The screen shows the four closest sectors. Fit them together in the square. Which sector will you pass through on the most direct route to Templar?

Sector 70? Turn to page 4.

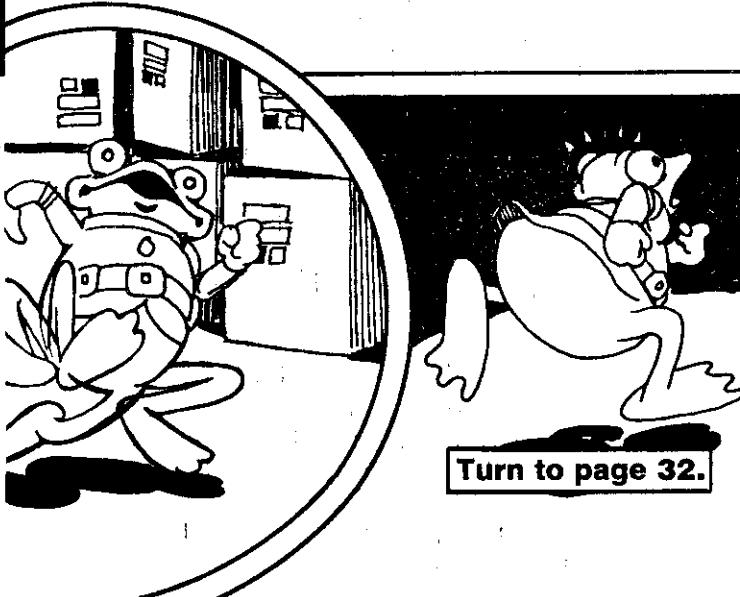
Sector 71? Turn to page 33.

Good thinking, Spy! You saw that every box has at least one triangle. You push open the door and enter a large room filled with high stacks of crates.

When it sees you, it jumps up and runs away.

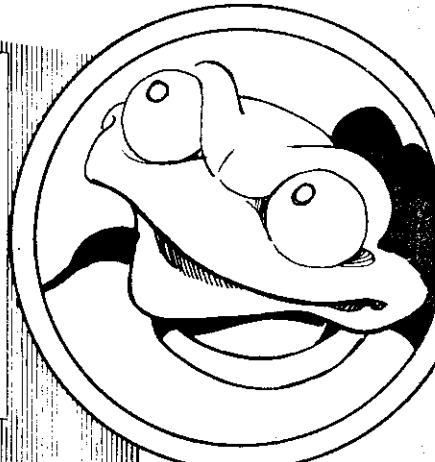
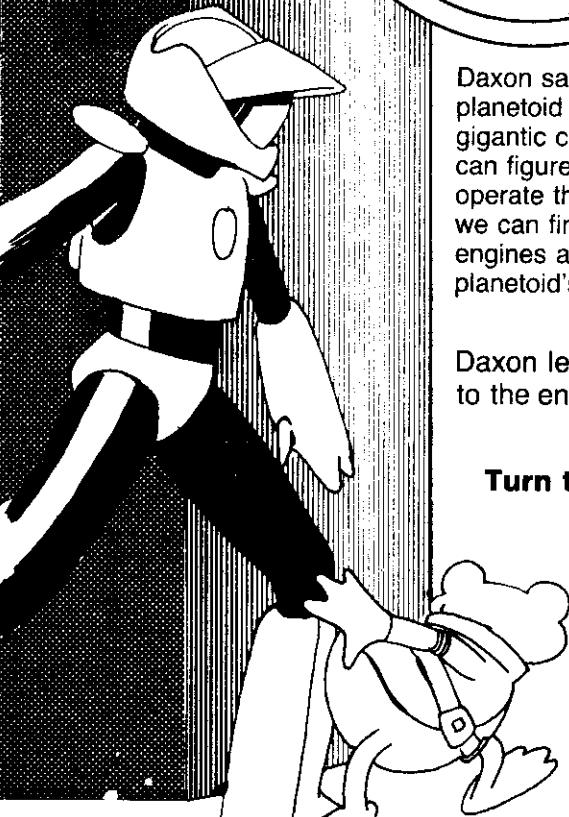


A sudden noise makes you jump. You turn and see an intelligent-looking creature next to an open crate. Then you hear the whirring, thumping noises getting closer again. You decide to follow the creature. Perhaps it knows something that could help you complete your mission.



Turn to page 32.

You tell Daxon that you are an Interplanetary Spy, on a mission to capture Skystalker. Then you tell him that the planetoid is on a collision course with Templar. There are only two kaddays till impact!

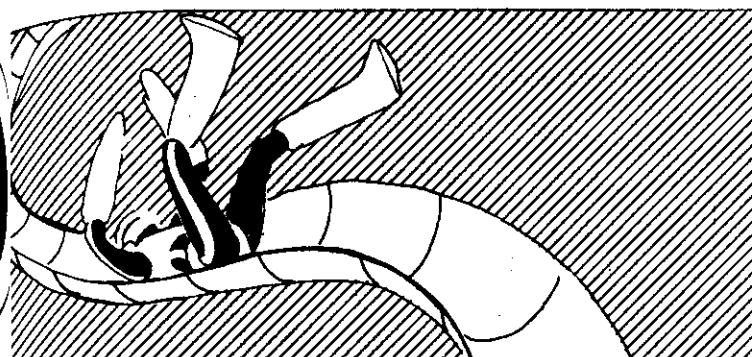


Daxon says, "But this planetoid is really a gigantic city-ship! If you can figure out how to operate the controls, we can fire the rocket engines and correct the planetoid's orbit."

Daxon leads the way to the engine room.

Turn to page 58.

You slide down a long, slippery tunnel.

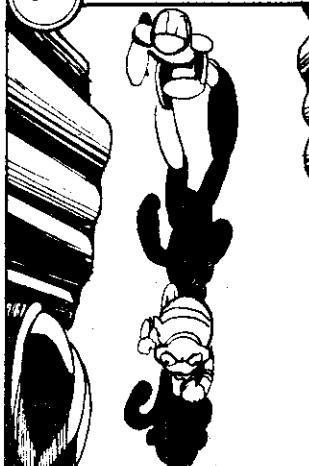


Your journey ends on the padded floor of a flickering energy cage. You are stunned for a moment—until you see someone standing outside the cage.



Turn to page 46.

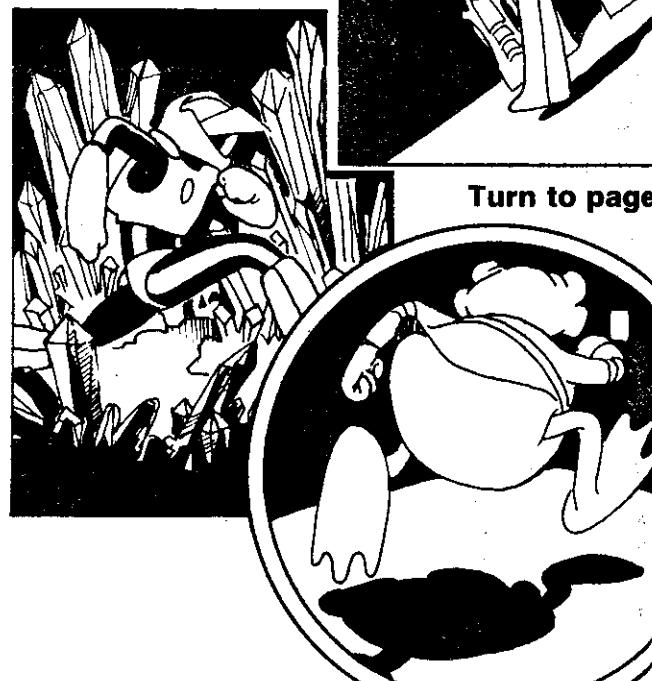
32



You chase the creature through many rooms and corridors.



You seem to have left the noises far behind.



Turn to page

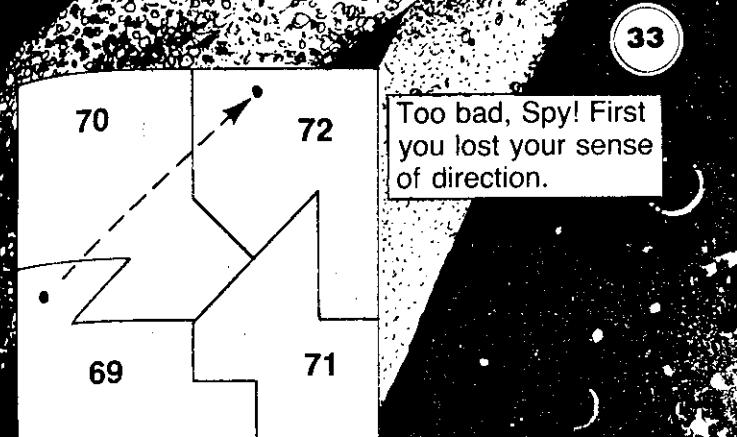
33

70

72

69

71



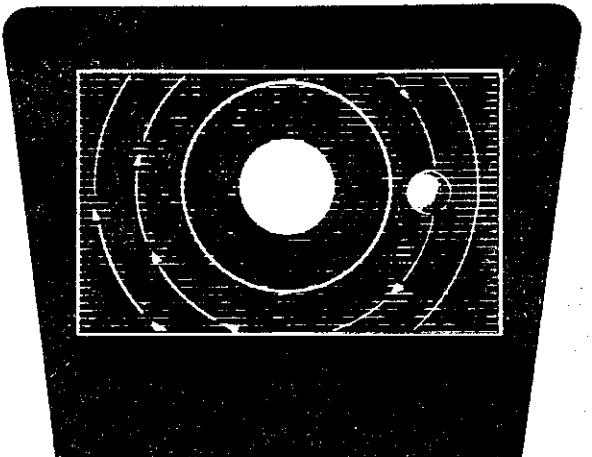
Too bad, Spy! First you lost your sense of direction.



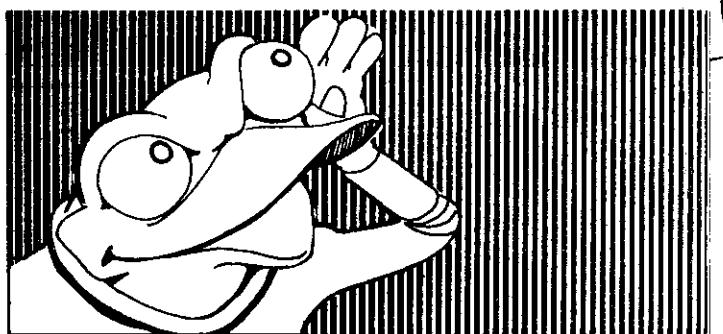
And now you're lost, too!

The
End

Suddenly the rockets shut down! You check the computer. You are in a safe orbit, but the engines are out of fuel.

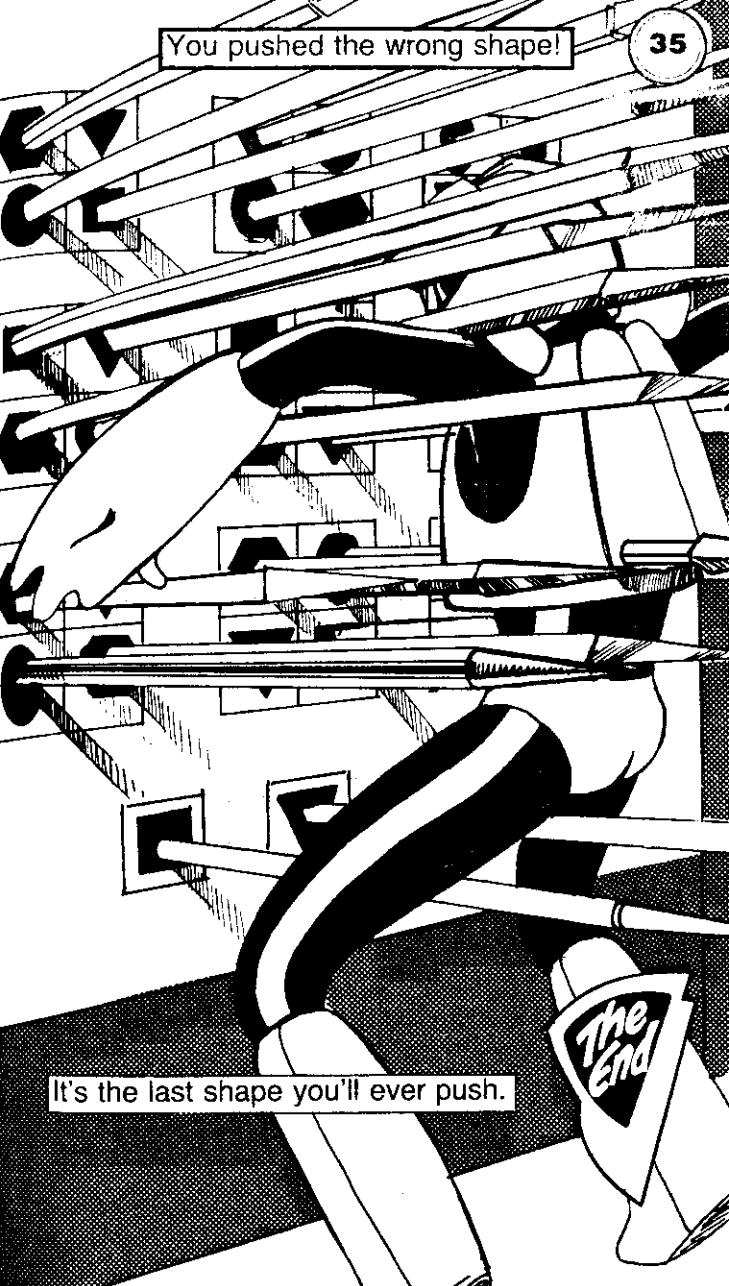


In the silence, you and Daxon strain your ears for sounds of anything coming after you.



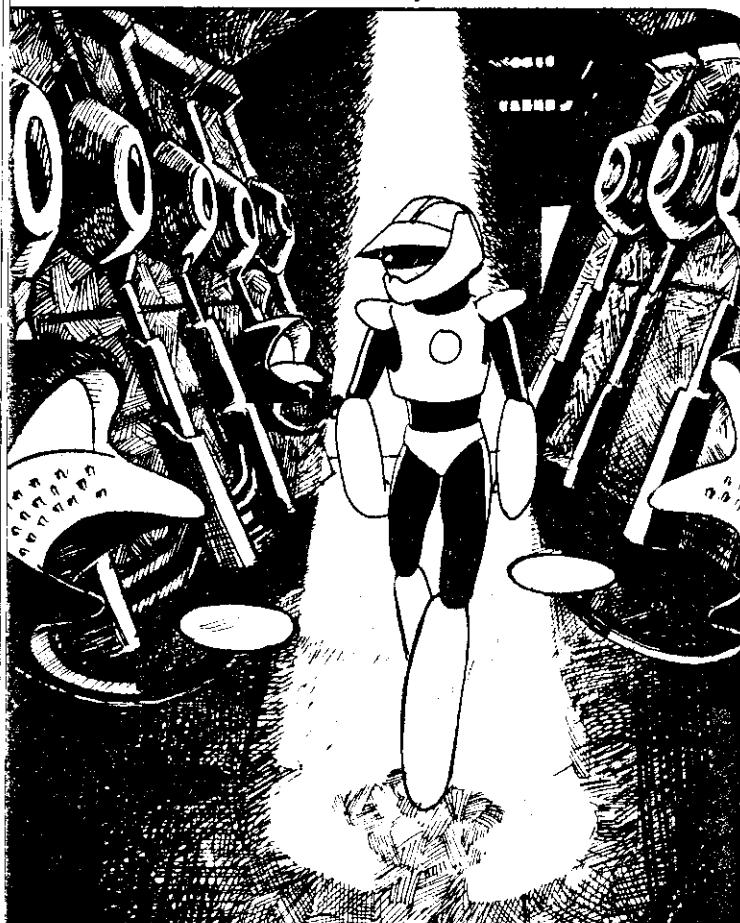
Turn to page 71

You pushed the wrong shape!



It's the last shape you'll ever push.

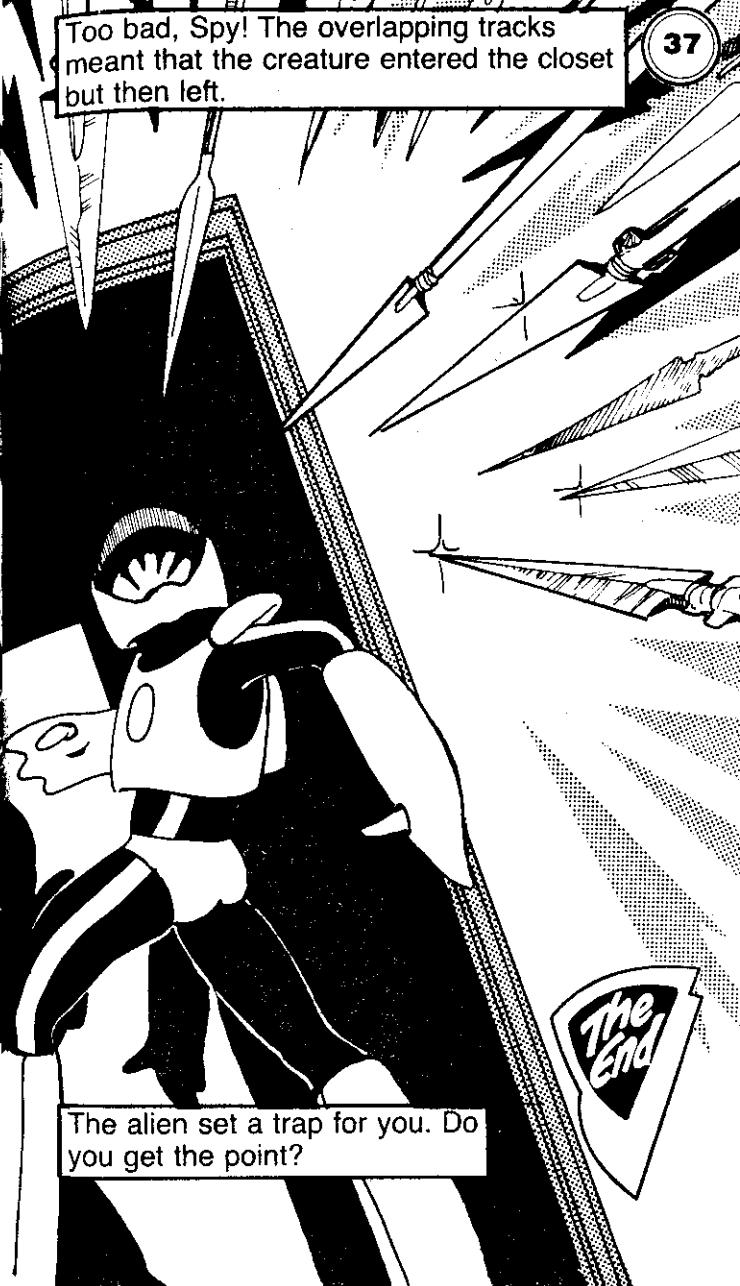
You take the way you have chosen and soon reach a room full of big machines. It looks like a factory of some kind.



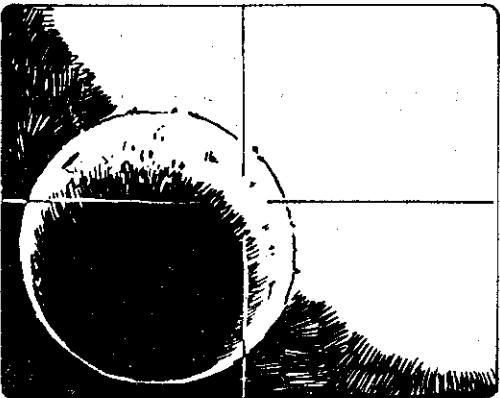
The stillness of all this sleek equipment is eerie. You leave through an exit corridor, listening for the sound of whatever has been chasing you.

Turn to page 60.

Too bad, Spy! The overlapping tracks meant that the creature entered the closet but then left.



The alien set a trap for you. Do you get the point?

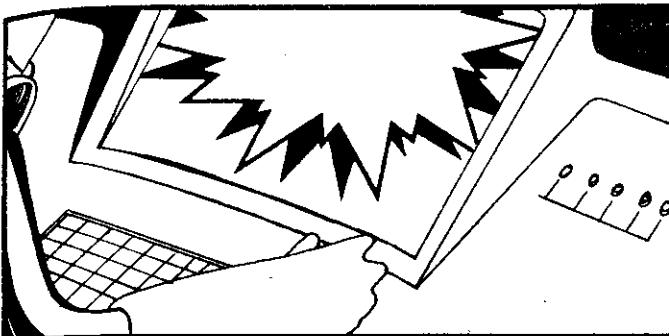


Your computer tells you that the object is a planetoid. The surface is citylike, with tall buildings, wide avenues, and large, empty plazas.

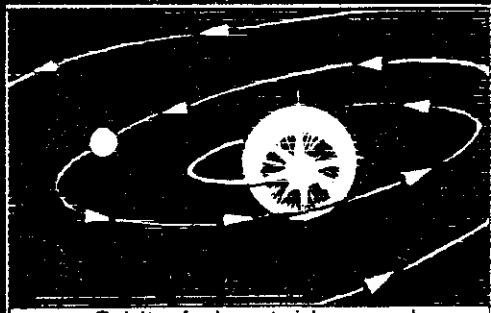
Oddly shaped holes in the plazas lead to tunnels and rooms inside the planetoid.

Go on to the next page.

Suddenly your computer sounds an alert! Something is wrong with the planetoid's orbit around Templar.



The computer screen displays the orbit. In three kad-days, the planetoid and Templar will collide!

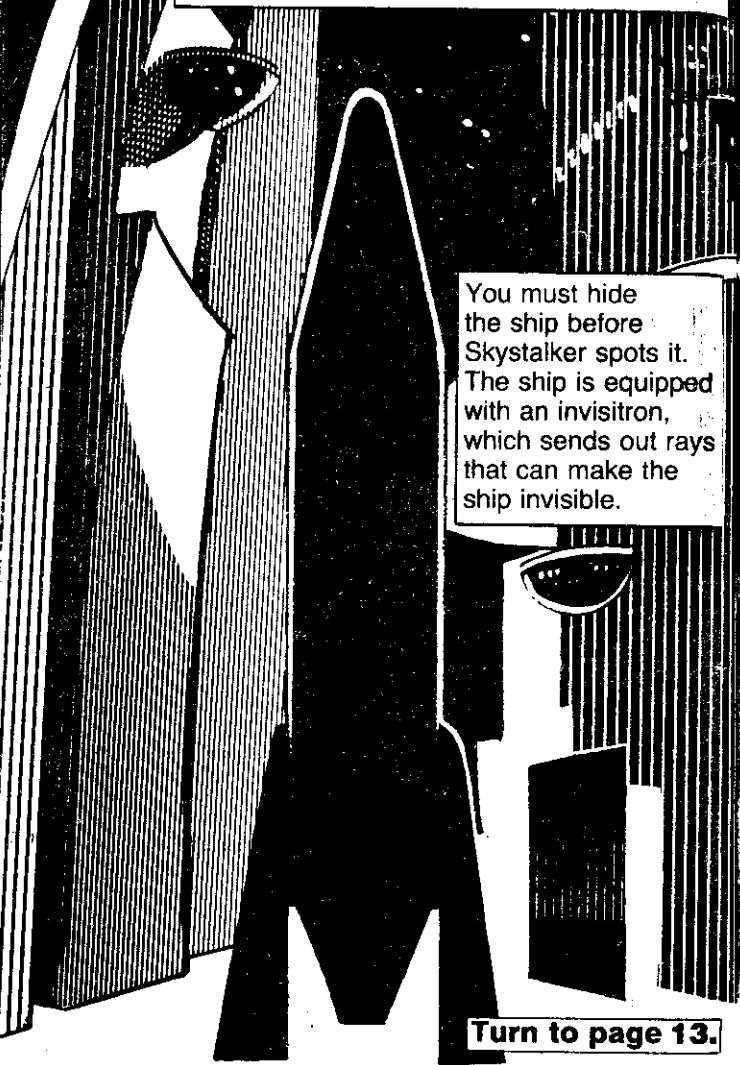


Orbit of planetoid around
Templar: 3 kad-days

Skystalker must be on the planetoid, since there is nothing else near Templar. If you are to capture Skystalker and recover the Romular Sphere, you must work fast!

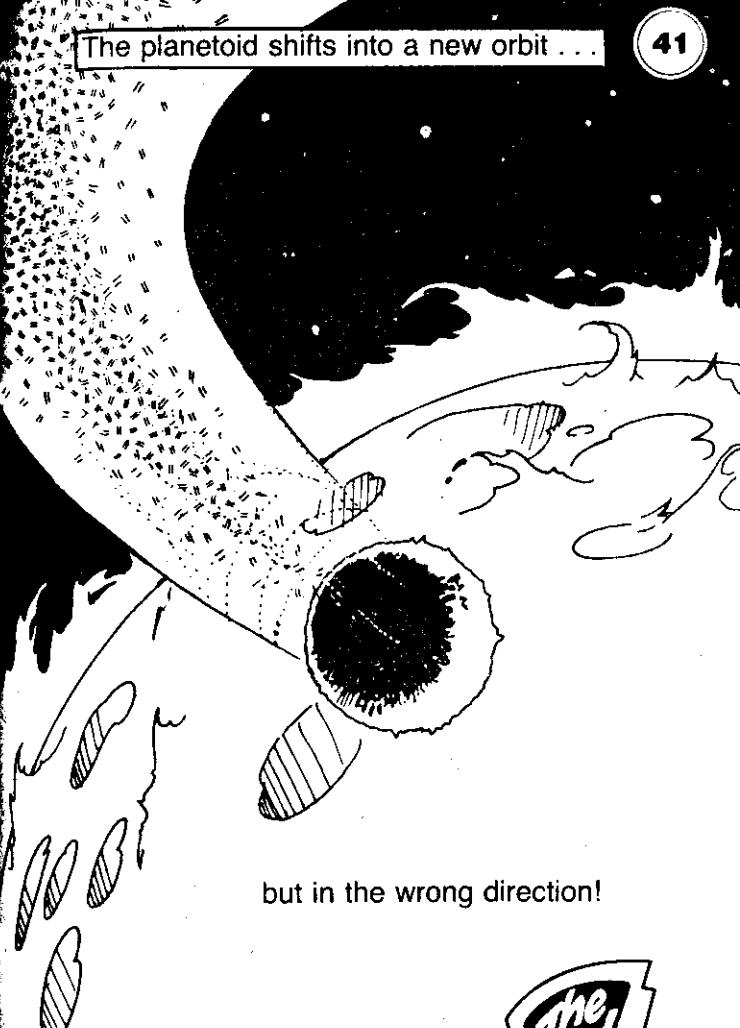
Turn to page 40.

Quickly you pilot your ship to touch down on the night side of the planetoid. You leave the ship and see that you have landed in one of the plazas.



Turn to page 13.

The planetoid shifts into a new orbit . . .

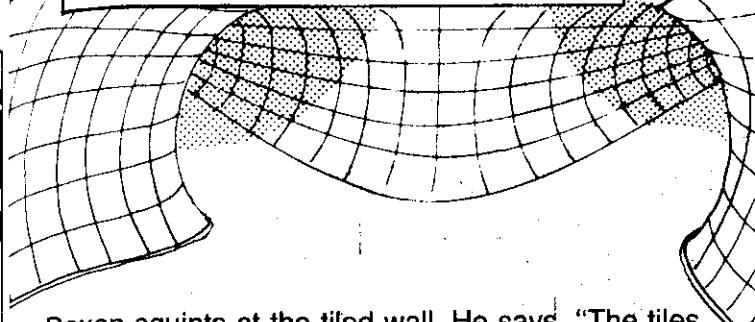


You walk through a long corridor that leads into a room with tables and chairs. Could this be a restaurant? What kind of creatures would eat here? Suddenly you hear whirring noises again. You realize you'd better keep going.

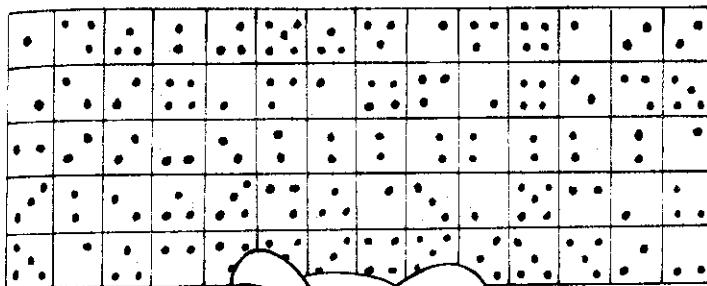


Turn to page 55.

You and Daxon arrive at a fork in the corridor. Daxon says, "I always get confused here, so I made a sign to show the direction to my hideaway. But I can't seem to puzzle it out."



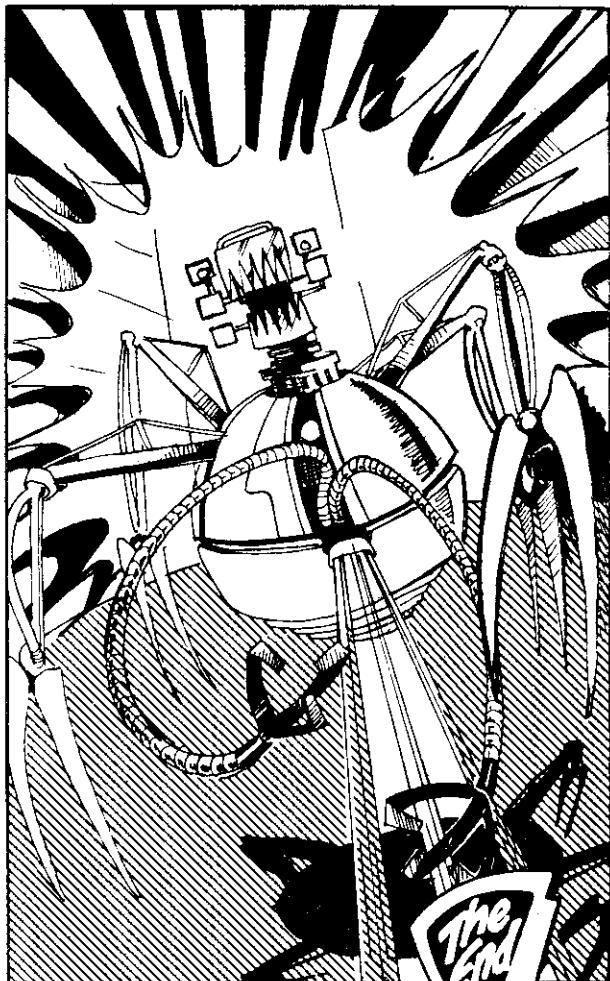
Daxon squints at the tiled wall. He says, "The tiles with two dots in them form the shape of an arrow pointing the way we should go."



→ This way? Turn to page 45.

← This way? Turn to page 67.

You and Daxon lose your way in the maze!



A search-and-destroy droid finds you!

You and Daxon walk for a long time through a curving corridor that comes to a dead end.

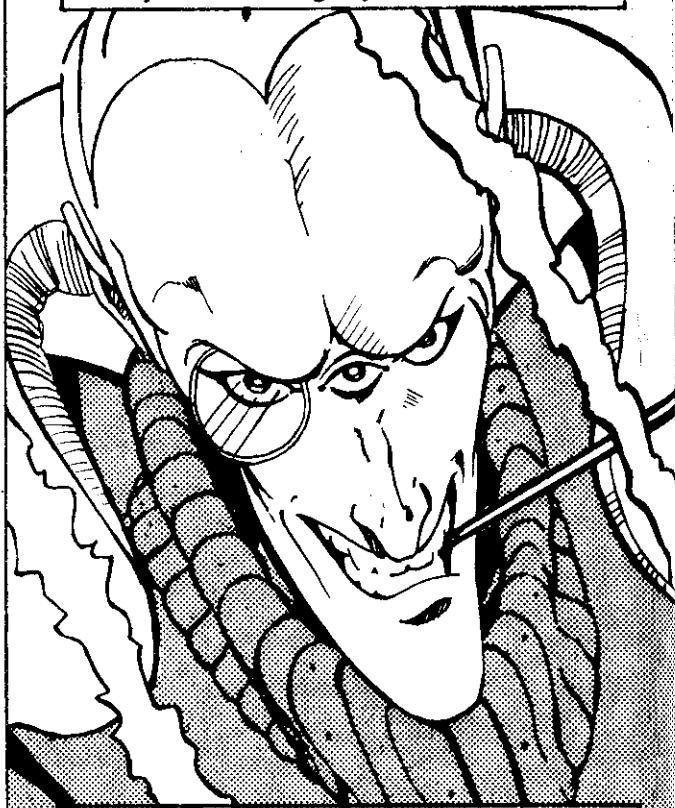


Daxon says, "This can't be right." The two of you return to the fork and go in the other direction.

Turn to page 67.

It's Skystalker!

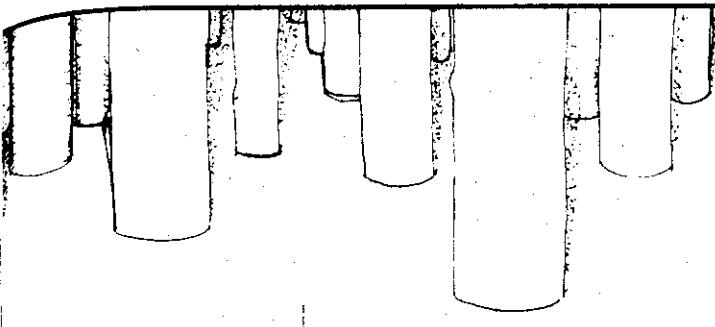
"What a strange thing I've caught today!" he says. "What might you be?"



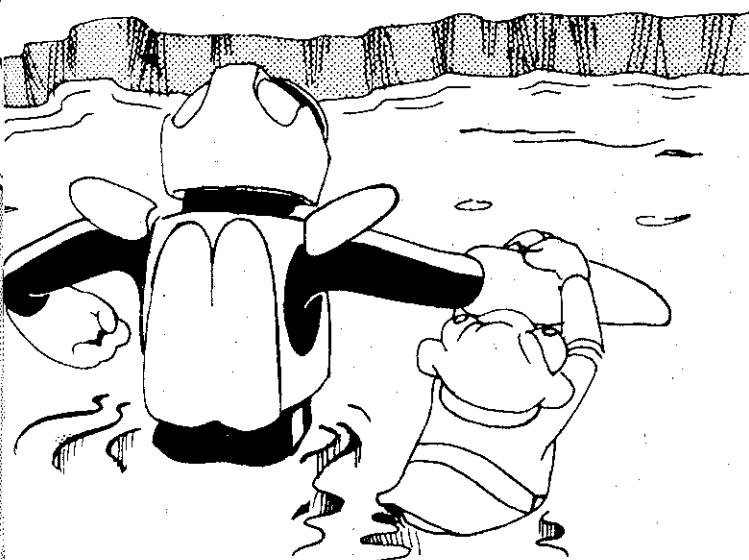
You tell Skystalker that you were marooned on the planetoid by thieves who stole your ship. You don't tell him that the planetoid is on a collision course with Templar—he might leave you behind, caught in the cage.

Turn to page 6.

You and Daxon cross the canal. A forest of bare columns fills the space beyond.

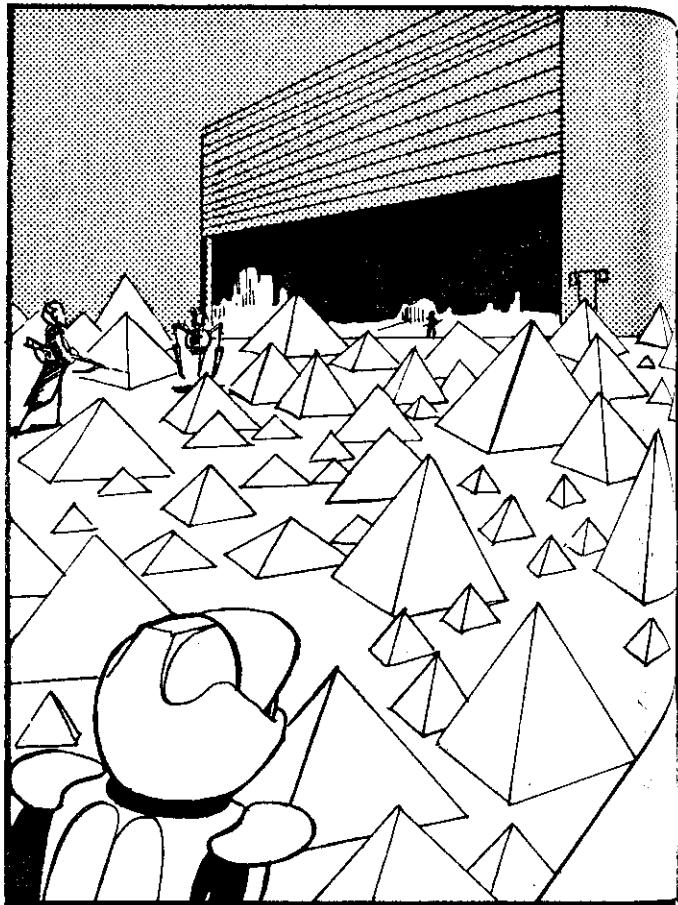


Behind you, you can hear the search-and-destroy droid splashing across the canal!



Turn to page 57.

You touch B and a section of the wall slides aside. You walk into a big room full of pyramids.



In the distance, you can see Skystalker! He's following a search-and-destroy droid that's following Zillio.

Skystalker is carrying a laser stun rifle just like Zillio's. You and Daxon trail silently behind all of them, waiting to see what will happen.

Turn to page 77.

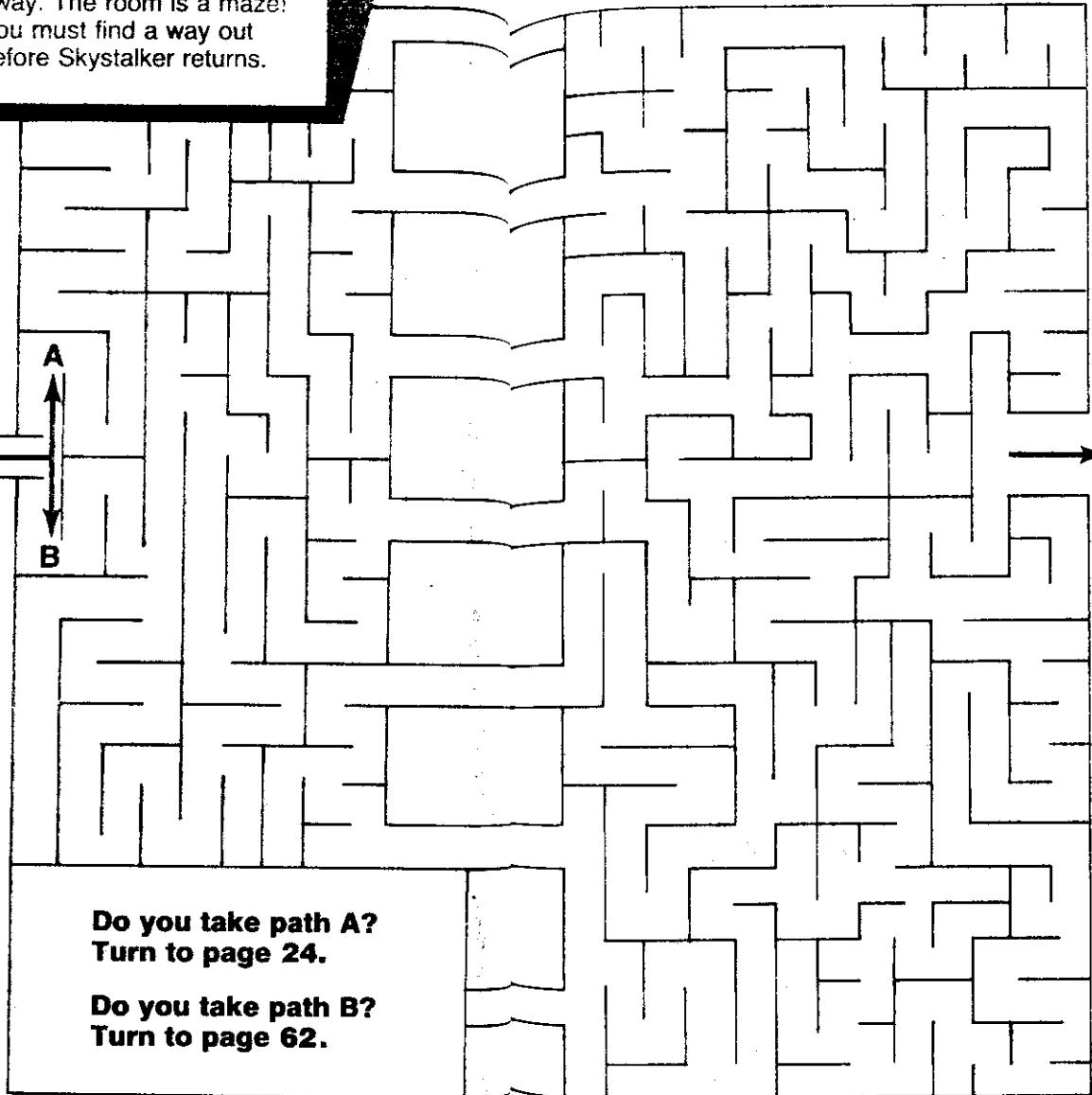
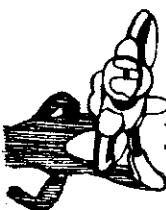
Well done, Spy! You pull on the correct wire, and the boat carries you across the canal. You and Daxon start up the ramp.



It leads to a room that looks like a computerized library.

Turn to page 83.

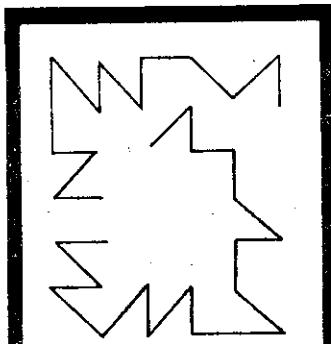
The energy bars loosen their hold on you and slowly fade away. The room is a maze! You must find a way out before Skystalker returns.



**Do you take path A?
Turn to page 24.**

**Do you take path B?
Turn to page 62.**

Daxon says, "Zillio must think that I joined up with Skystalker!" You and Daxon climb down from the balcony and follow Zillio through the doorway. Then you come to a dead end—a wall with a puzzling design on it.



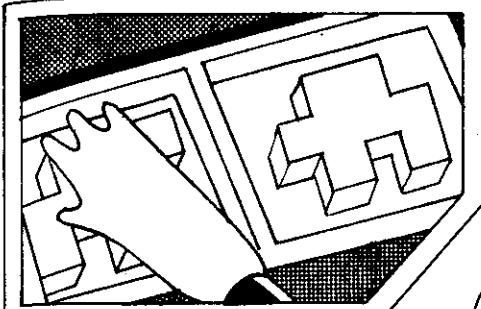
A

B

"I've been here before," says Daxon. "The wall will open if you touch the small design that can fit into the large design so that the two lines turn into one long line."

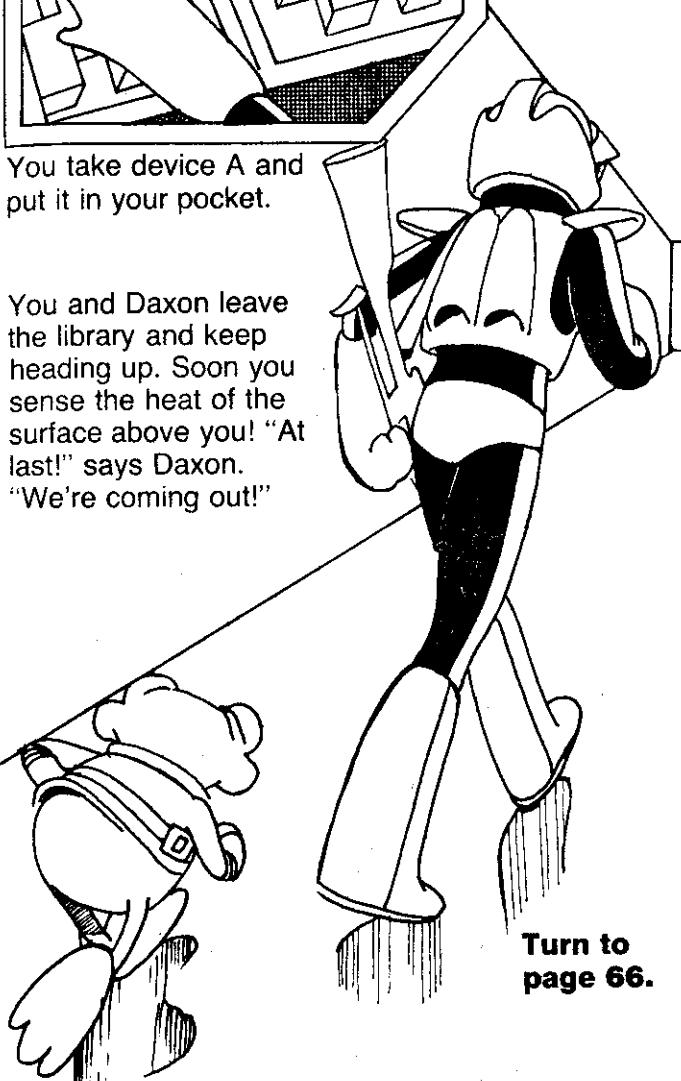
Touch A? Turn to page 85.

Touch B? Turn to page 48.



You take device A and put it in your pocket.

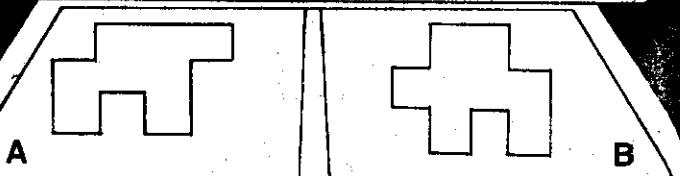
You and Daxon leave the library and keep heading up. Soon you sense the heat of the surface above you! "At last!" says Daxon. "We're coming out!"



Turn to page 66.

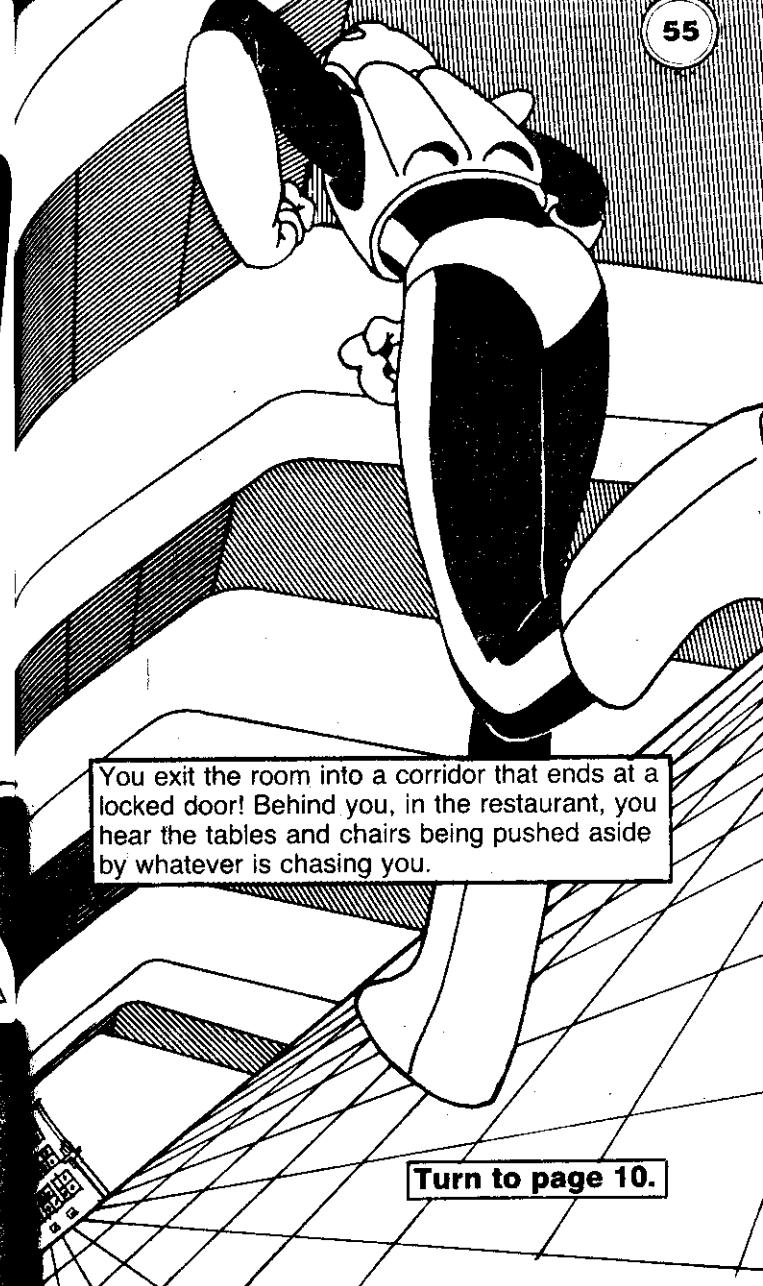
You type IMAGE, and a drawer pops open underneath the keyboard. It contains two small devices. A message on the computer screen says:

TAKE ONE.



**Take device A? Turn to page 53.
Take device B? Turn to page 56.**

(Note: remember the letter of the device you take.)



You exit the room into a corridor that ends at a locked door! Behind you, in the restaurant, you hear the tables and chairs being pushed aside by whatever is chasing you.

Turn to page 10.

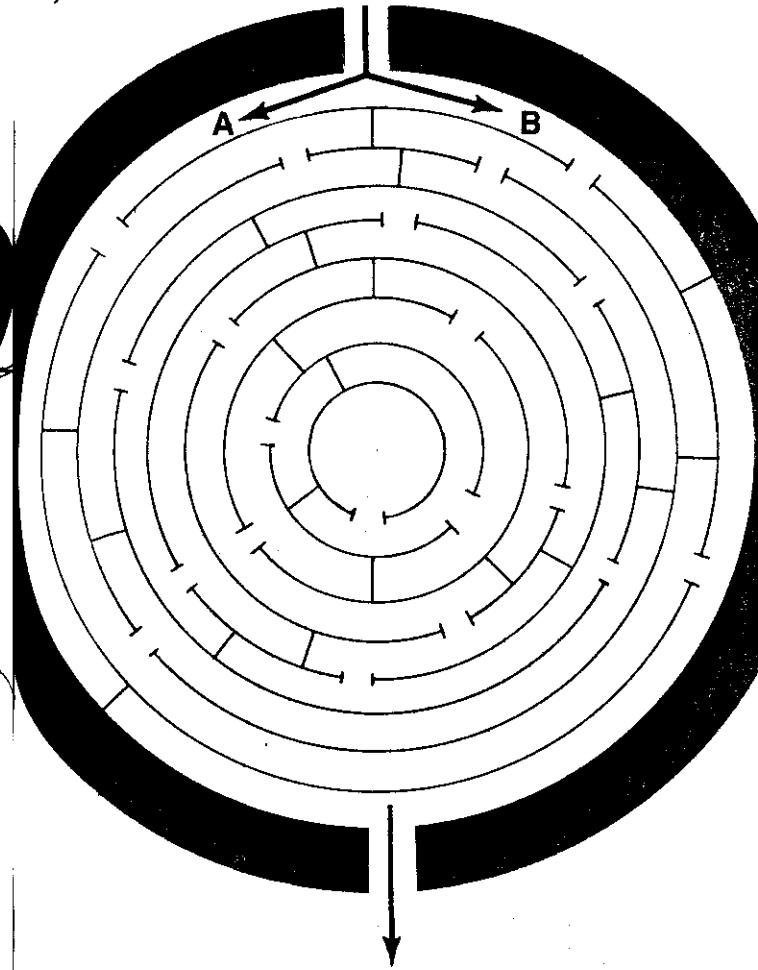
You take device B and put it in your pocket.



You and Daxon leave the library and keep heading up. Soon you feel an intense heat on your face. "The surface!" says Daxon. "We're almost outside!"

Turn to page 66.

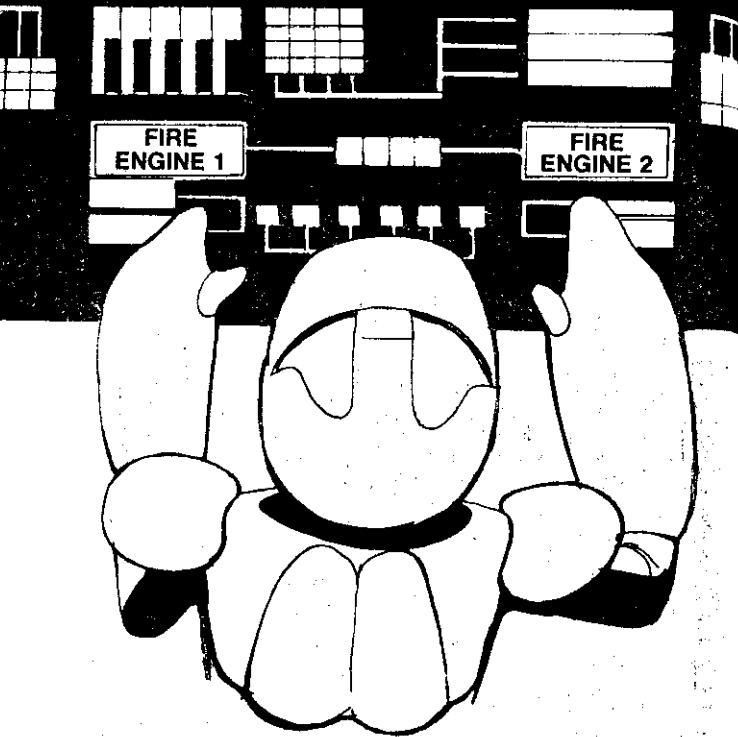
You and Daxon run till you come to a circle of corridors that form a maze. Careful—if you take the wrong path, the droid will trap you in the maze.



Path A? Turn to page 95.
Path B? Turn to page 44.

You use the engine room's computer to learn how to work the controls. There are two rocket engines. You can correct the planetoid's orbit by firing the engines in the proper order.

First you fire the engines in this order: 1,2,1,1
 Then in this order: 2,1,1,1
 Then in this order: 1,1,1,2



In what order must you next fire the engines to complete the series?

1,1,2,1? Turn to page 14.

1,2,1,1? Turn to page 41.

The door opens. You step into a room filled with plant life. The air is hot and heavy. A sudden movement catches your eye—is it Daxon? Skystalker? Another droid?

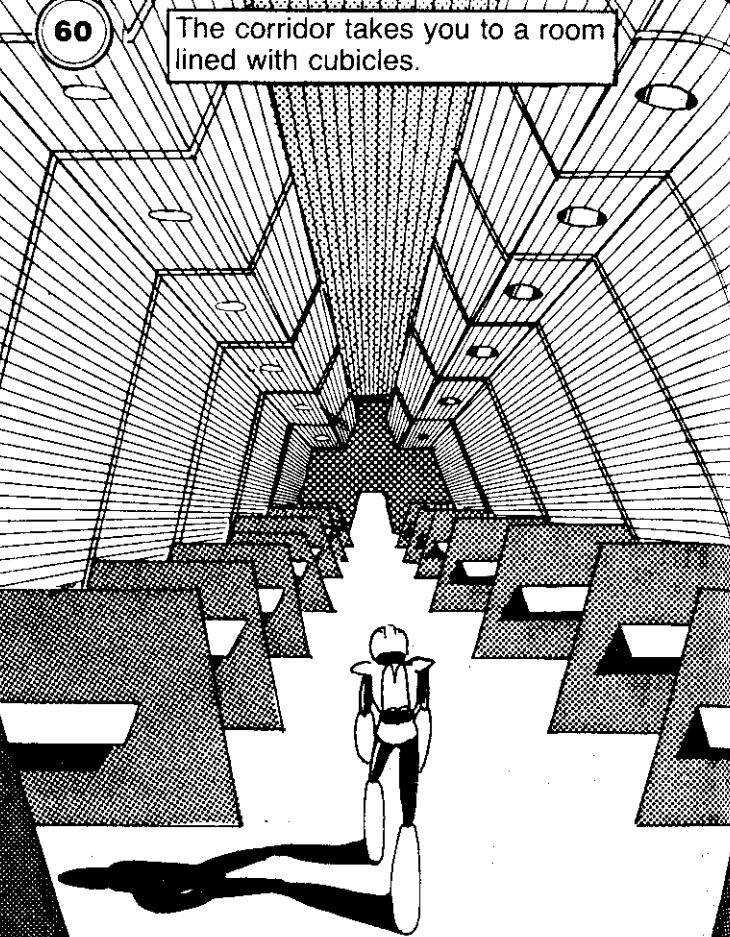


A stranger steps out into a clearing. He's carrying a high-powered laser stun rifle!



Turn to page 76.

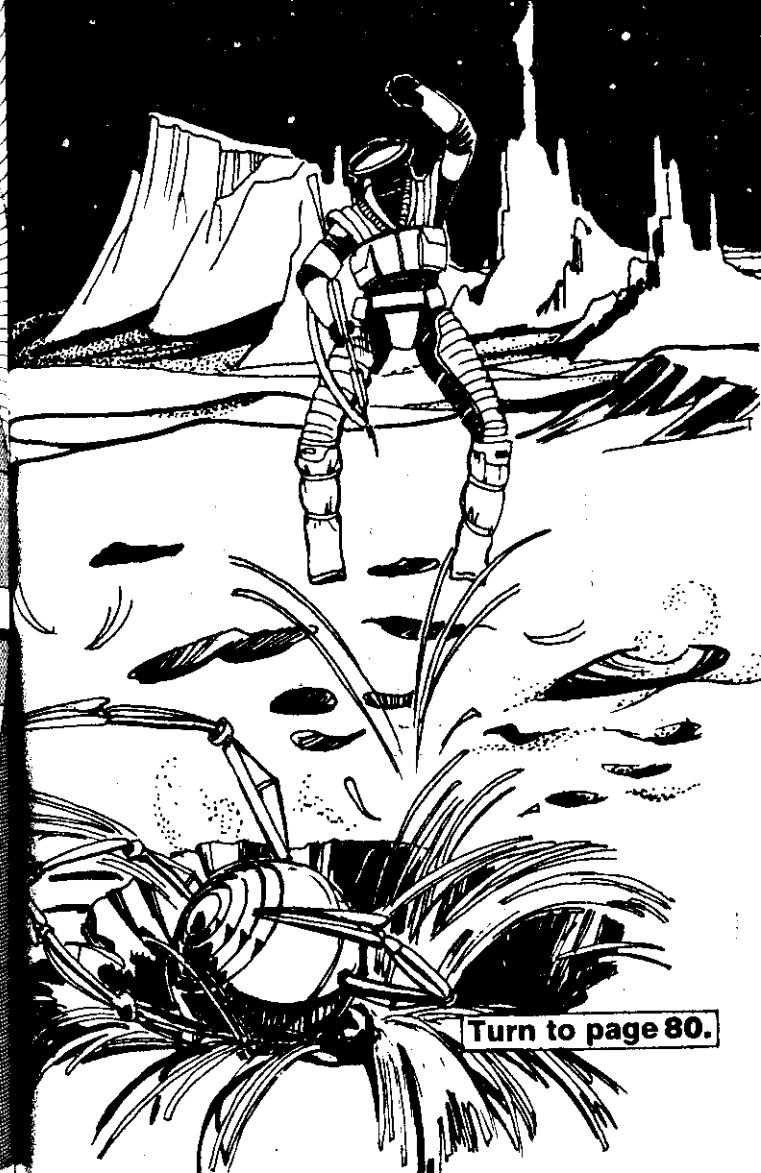
The corridor takes you to a room lined with cubicles.



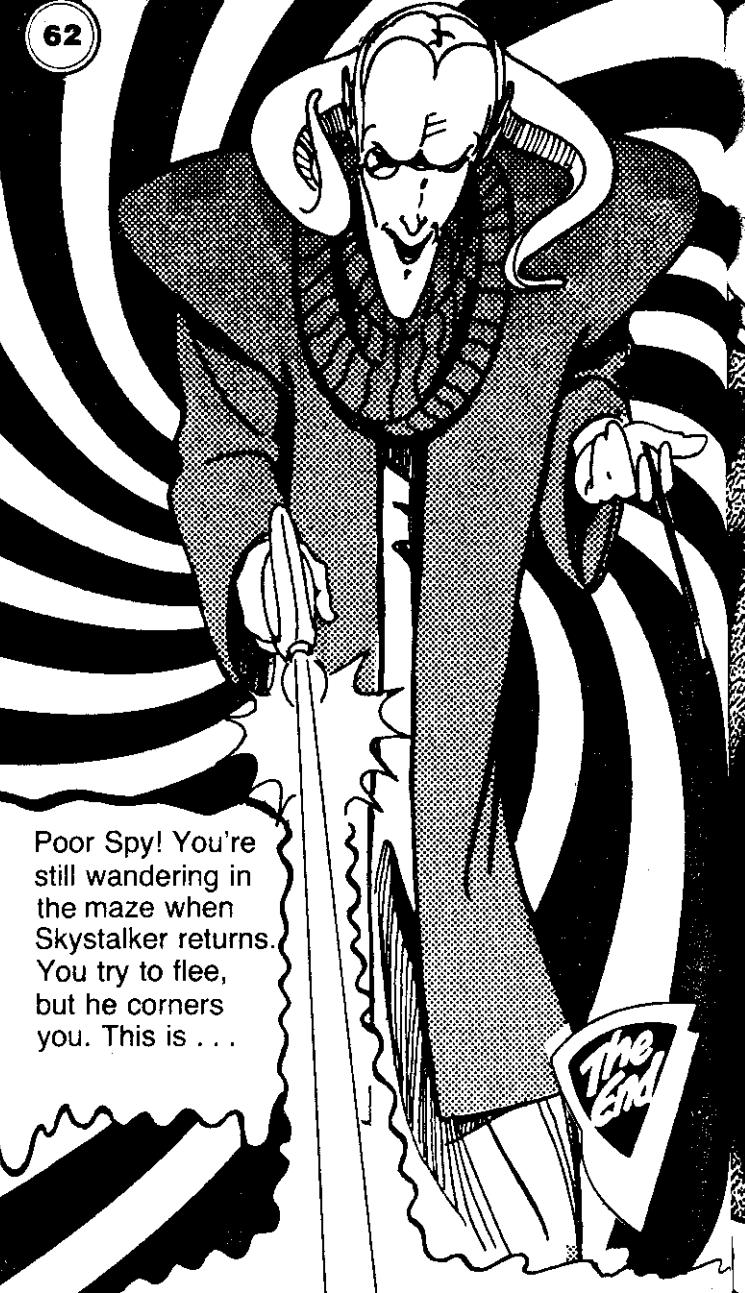
But you must move on. Whatever has been making the noises may be closing in on you.

Turn to page 42.

Before you can do anything with the controls, you hear a loud crashing noise. You climb a pyramid to see what's happening. The search-and-destroy droid has fallen into Zillio's trap!

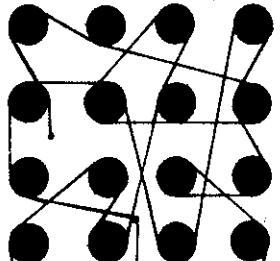


Turn to page 80.



Poor Spy! You're still wandering in the maze when Skystalker returns. You try to flee, but he corners you. This is . . .

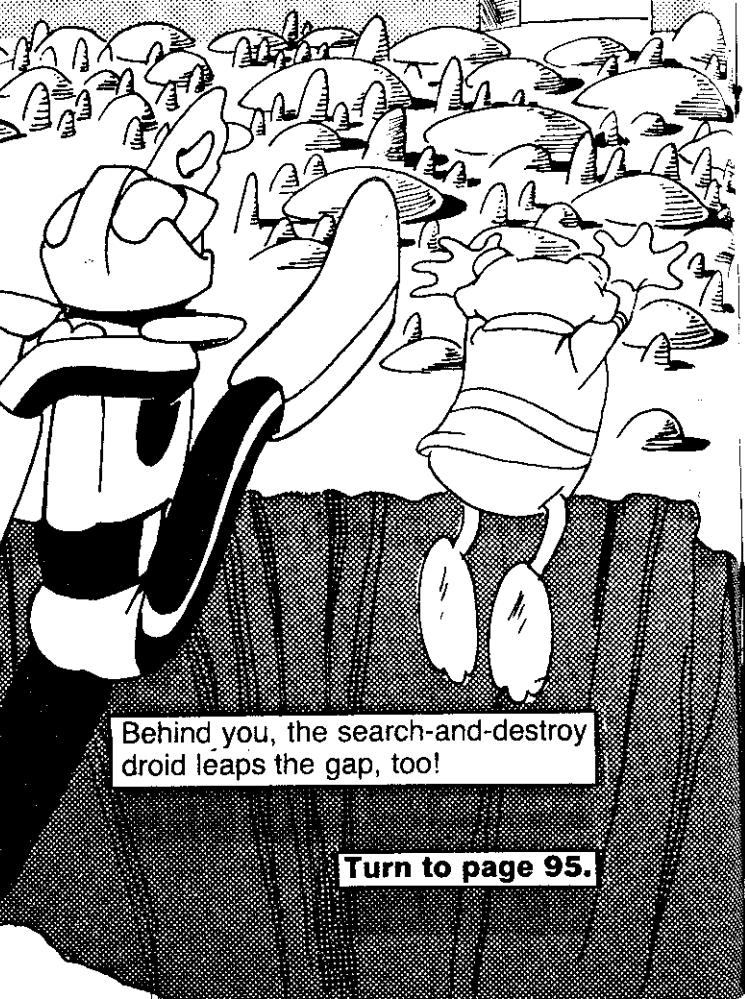
You and Daxon come to a canal lined with acid. A boat made of diamond is floating on the acid. You and Daxon get in. If you pull on the correct steel wire, the boat will be pulled to the opposite side of the canal, where you can see a ramp leading up.



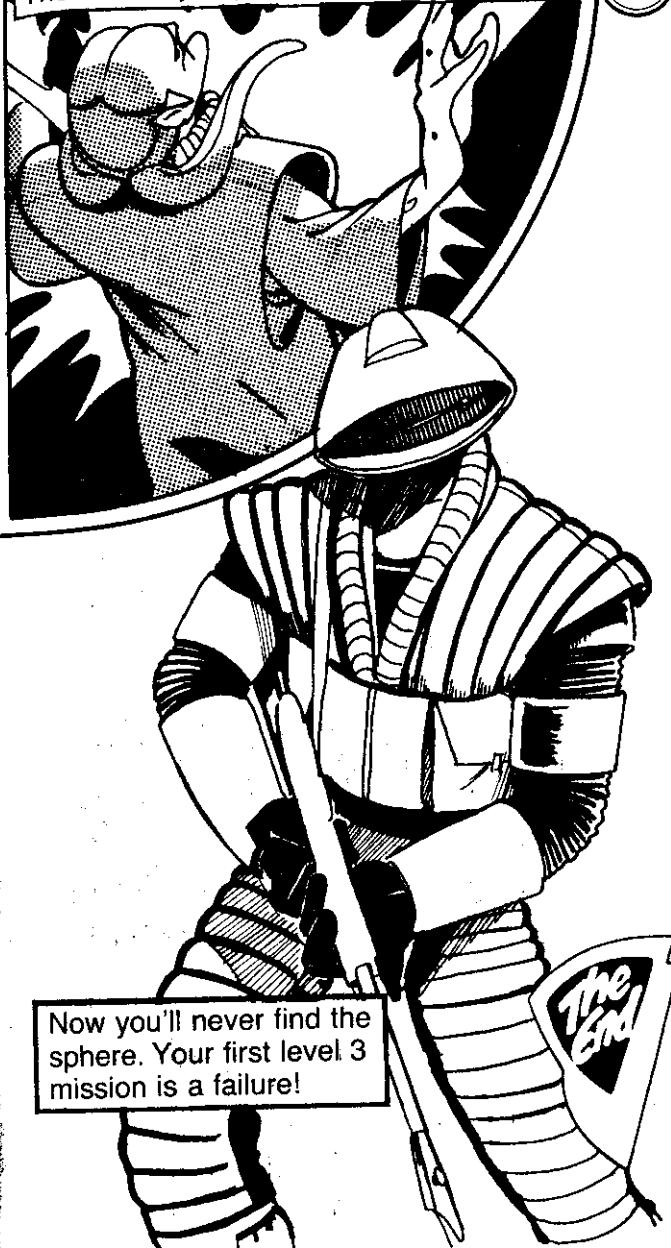
Wire 1? 1 2
Turn to page 113.

Wire 2? 1 2
Turn to page 49.

You and Daxon leap across the gap. You land on a floor that's like an alligator's back—full of lumps and bumps of different sizes. It's not easy, but you make your way toward a door in the far wall.



The wall stays up! Zillio blasts Skystalker!





You and Daxon come out into the bright light of the planetoid's surface.

Daxon points the way toward Skystalker's fortress.

Turn to page 81.

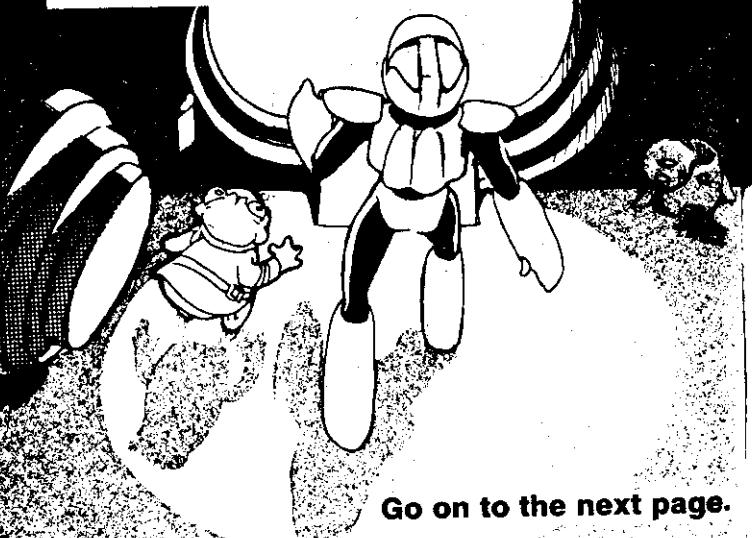
After walking for a short while, you come to a robot repair center. Daxon's hideout is through a hatch cleverly hidden in the wall. He pulls it open, and you start to walk in.

Turn to page 68.

Suddenly a large video screen above the hatch flickers into life. It's Skystalker!

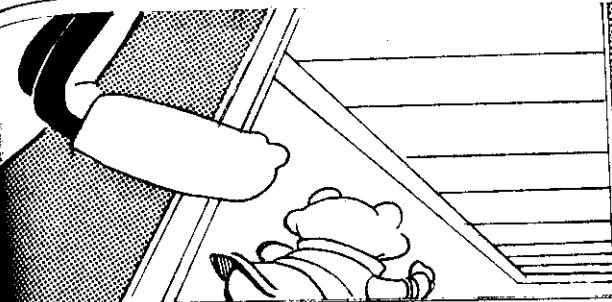


With a sneer he says, "Greetings, Daxon, wherever you are! As you can see, I've finally managed to activate the planetoid's broadcast system. Just thought I'd let you know I'll be seeing you soon!" The screen goes blank.

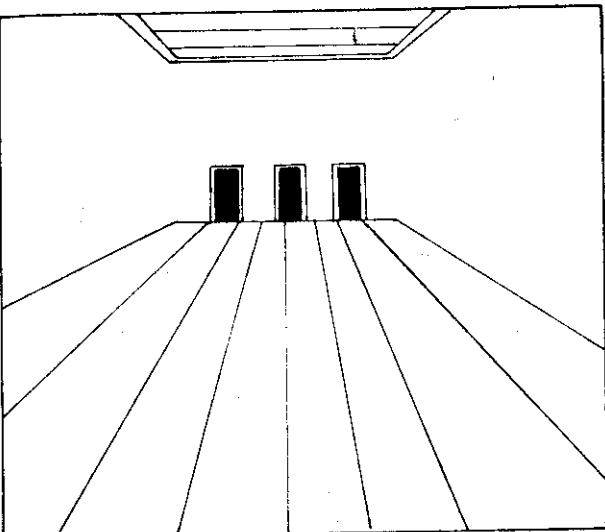


Go on to the next page.

A few kad-minutes later, you hear the same whirring, thumping noises that were following you before. Daxon says, "I know that sound! Skystalker must be using a search-and-destroy droid to track us. Quick—follow me!"

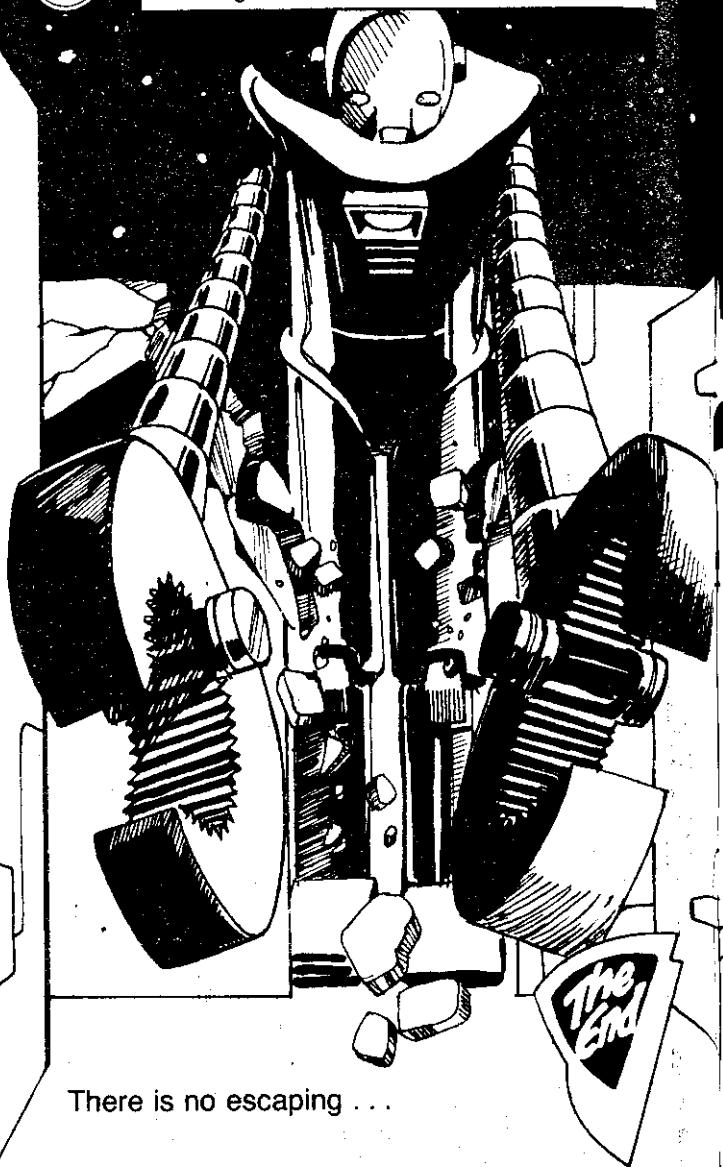


He leads you into a large open area. You see three exits in the far wall.

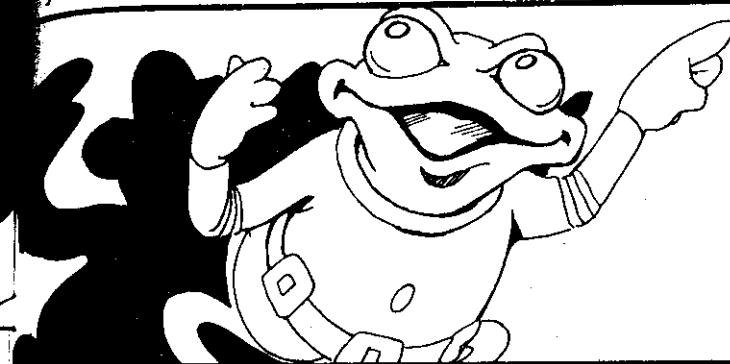


Turn to page 82.

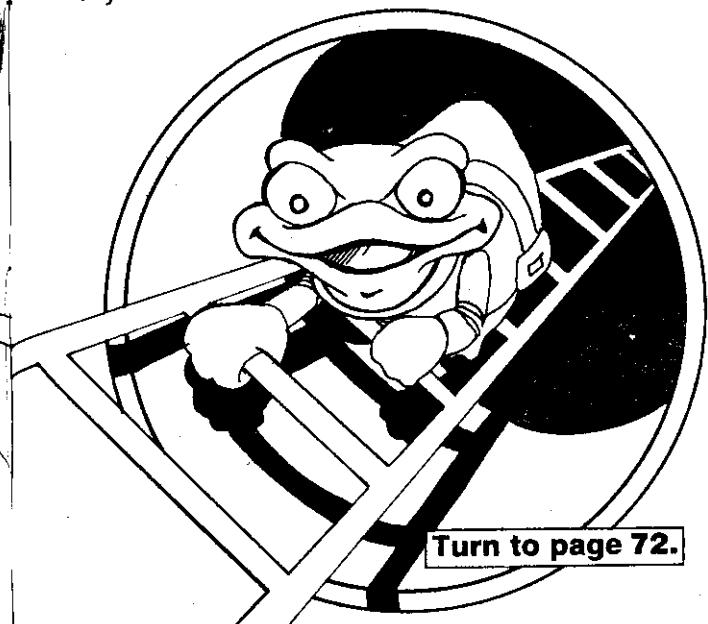
Careless, Spy! You and Daxon approach the megadroid from the front. It sees you!



Daxon says, "I don't hear anything, but just to be safe, let's go to my hideout. We can make our plans there." As Daxon guides you, he tells you how he got here.



"I was working on the planet Joles for Zillio, who buys and sells small moons and planetoids. Zillio agreed to trade Skystalker this planetoid for the Romular Sphere. Zillio and I didn't know then that Skystalker had stolen it.

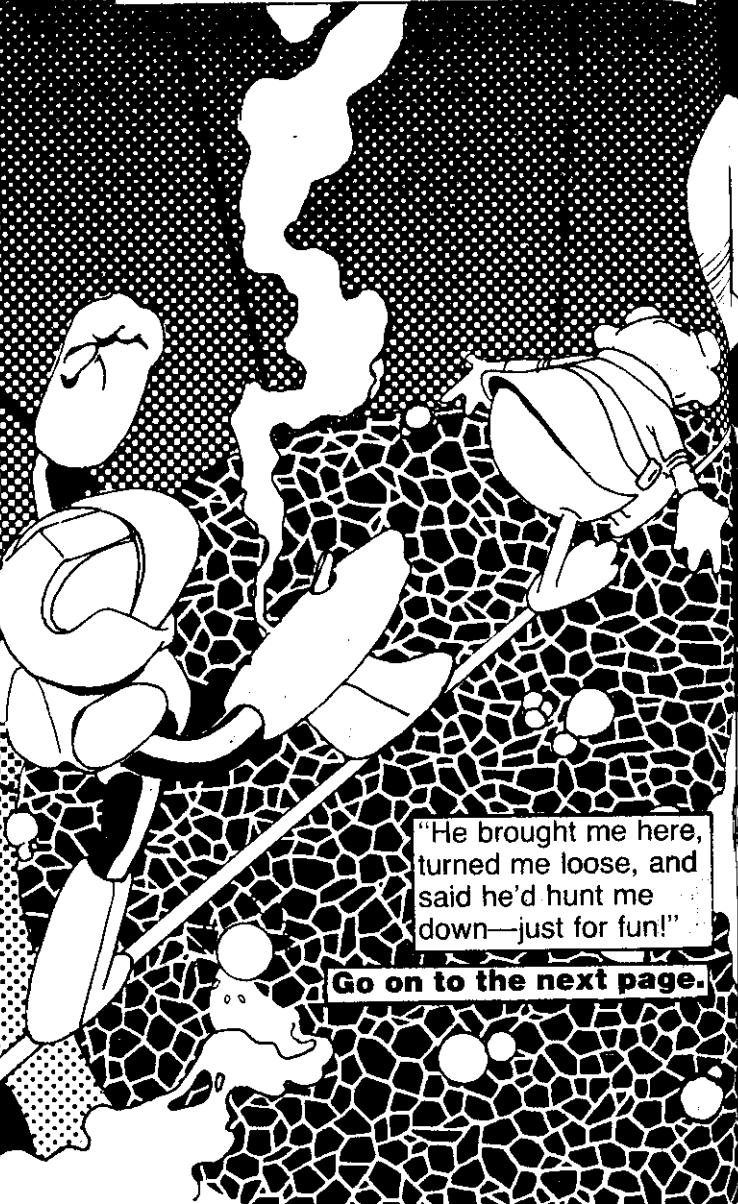


There is no escaping ...

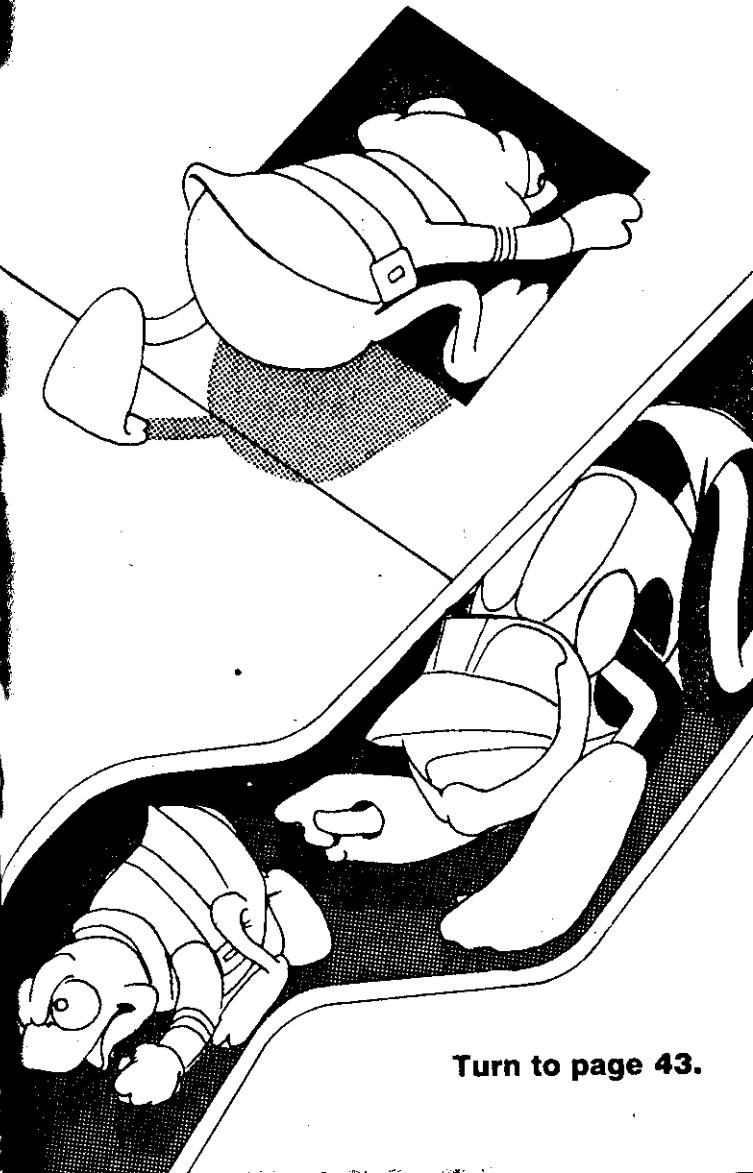
The End

Turn to page 72.

"But when I went to Skystalker's ship to get the sphere, Skystalker kidnapped me!"



Daxon finishes, "I've been hiding out ever since. When you cornered me in that closet, I thought my luck had run out."



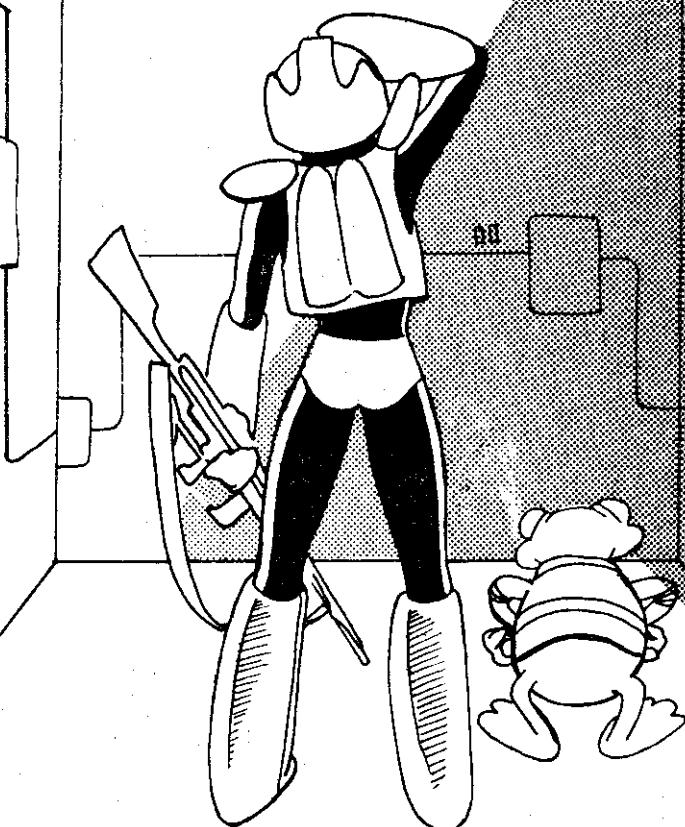
"He brought me here, turned me loose, and said he'd hunt me down—just for fun!"

Go on to the next page.

Turn to page 43.

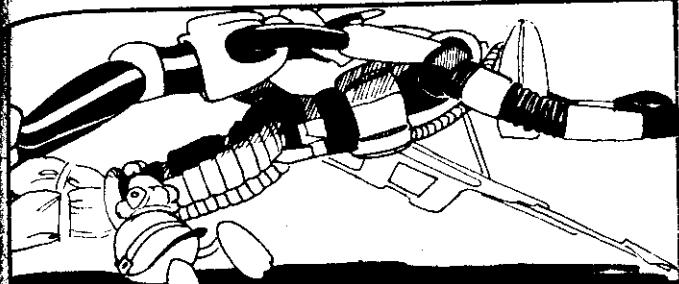
You and Daxon come to a dead end.

There is nothing to do except . . .



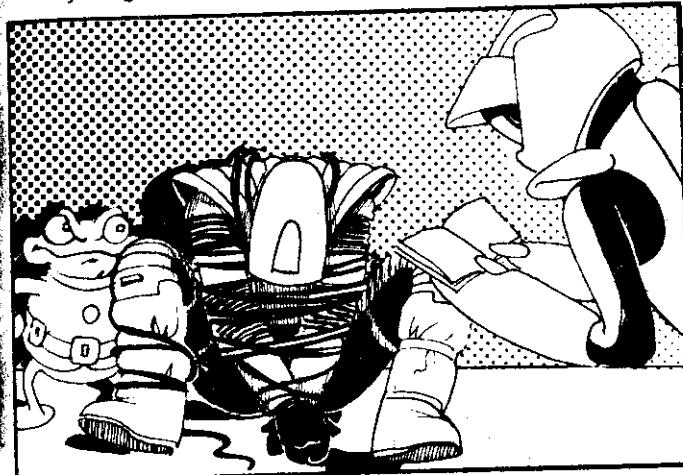
Go back to page 90 and try again.

You leap on Zillio and grab his rifle. Daxon grabs his ankles and trips him to the floor. Zillio hits his head on the floor and is knocked out.



You bind Zillio with cords that have spilled onto the floor from an overturned container.

You search through Zillio's pockets, looking for anything else that might help you defeat Skystalker.



All you find is a small book about the planetoid.

Turn to page 89.

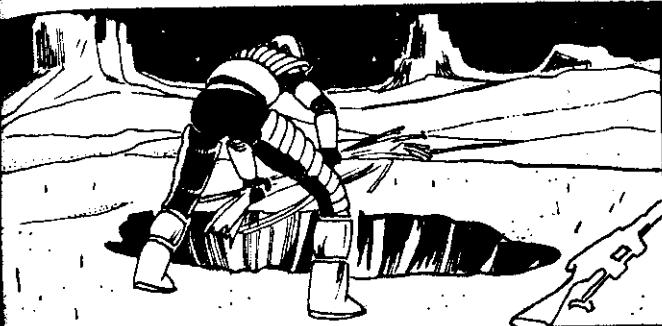
You quickly hide in the thick growth. Then you see the stranger exit through a door in the far wall.



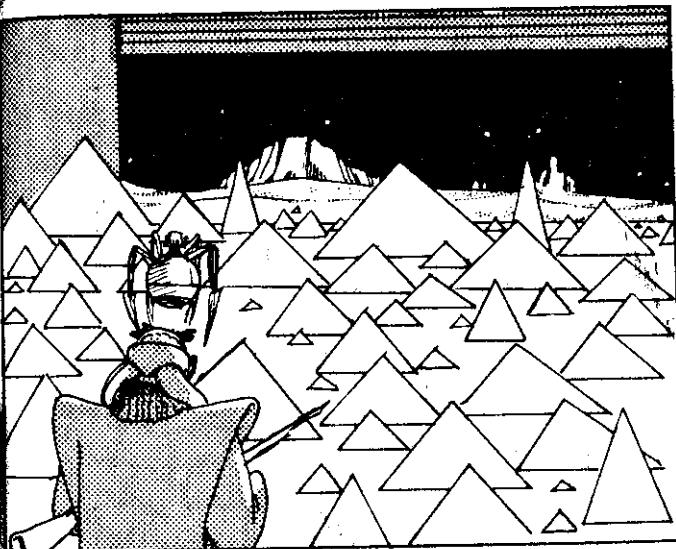
The tallest plant in the room grows through a hole in the ceiling. Daxon should be on a level above you, since you got here by falling *into* the illusion trap! You decide to climb the plant and try to find him.

Turn to page 104.

Zillio has crossed into a desertlike area. He's setting a trap for the droid.

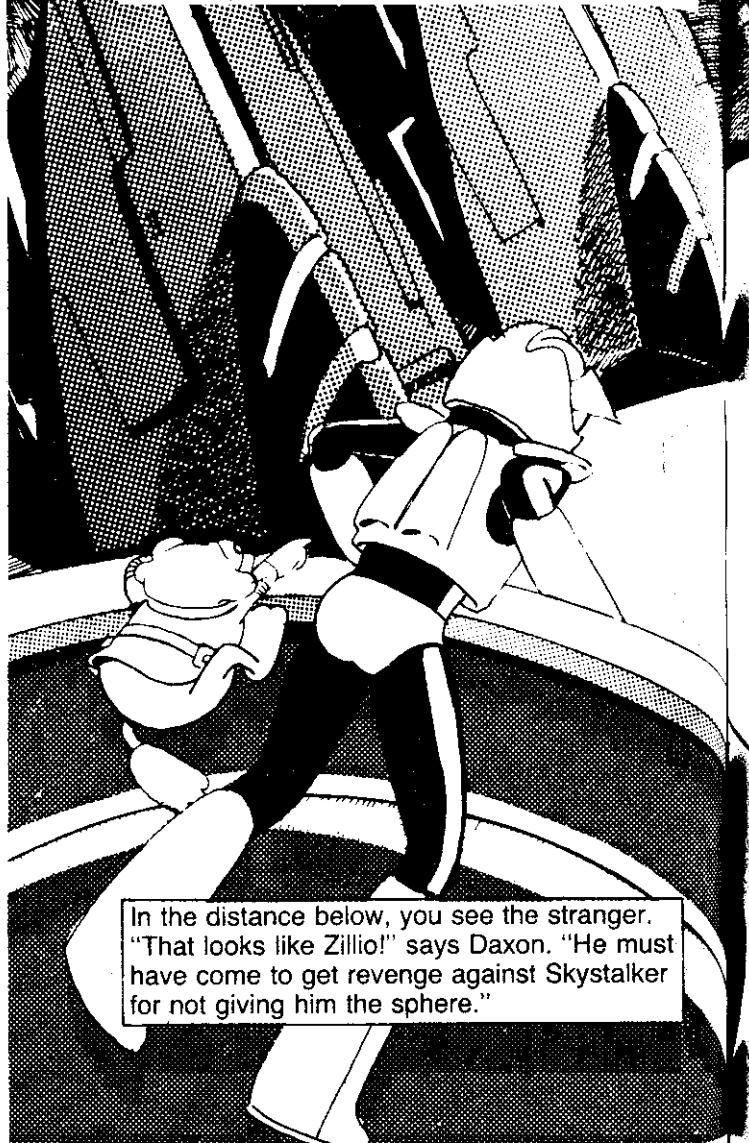


Skystalker can't see what Zillio is doing. His view is blocked by a large pyramid.



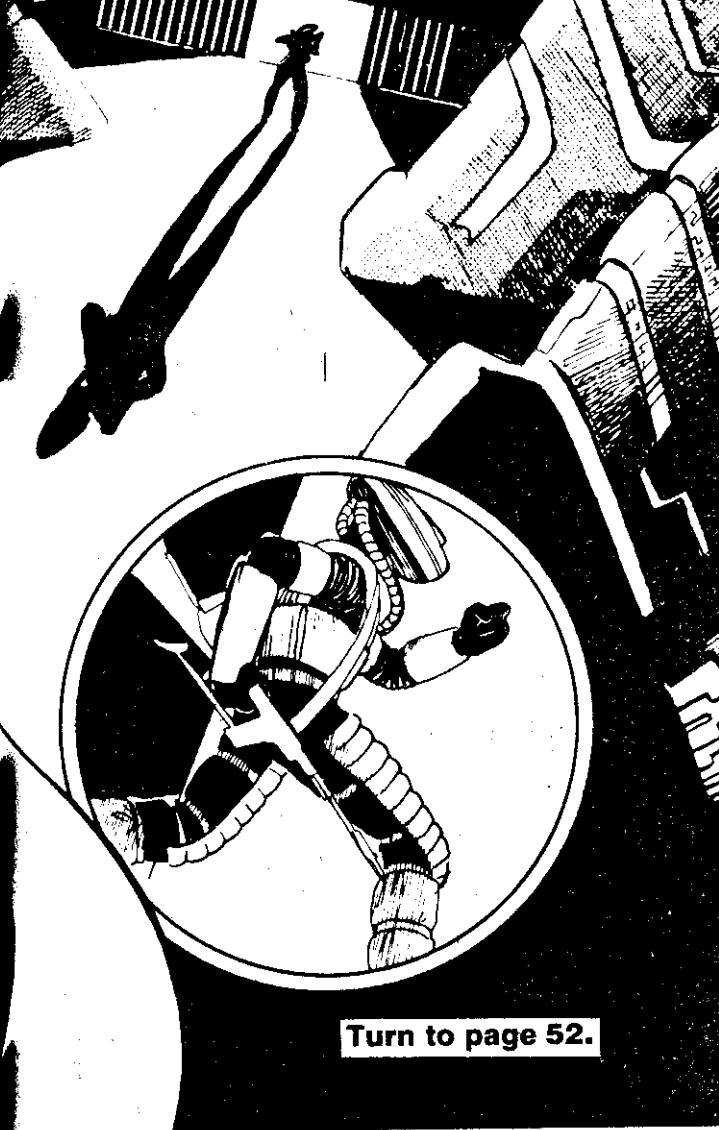
Turn to page 86.

You and Daxon climb down the plant. You tell him about the stranger you saw. When you leave the room full of plants, you come out onto a balcony.



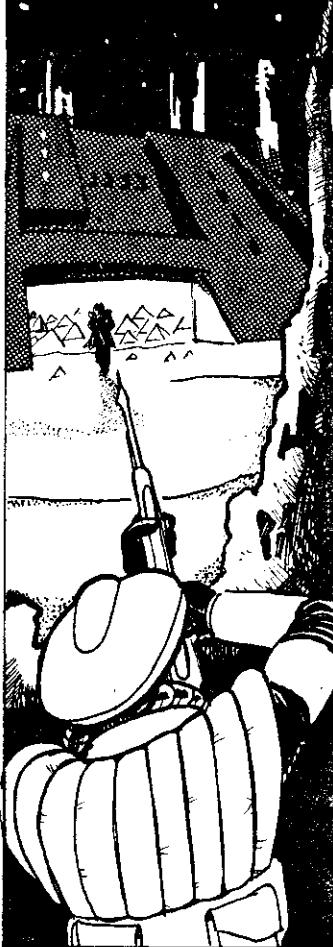
In the distance below, you see the stranger. "That looks like Zillio!" says Daxon. "He must have come to get revenge against Skystalker for not giving him the sphere."

Daxon calls out, "Zillio!" Zillio turns and sees Daxon. He aims his rifle and fires! But he misses. Then he runs through a doorway and disappears.



Turn to page 52.

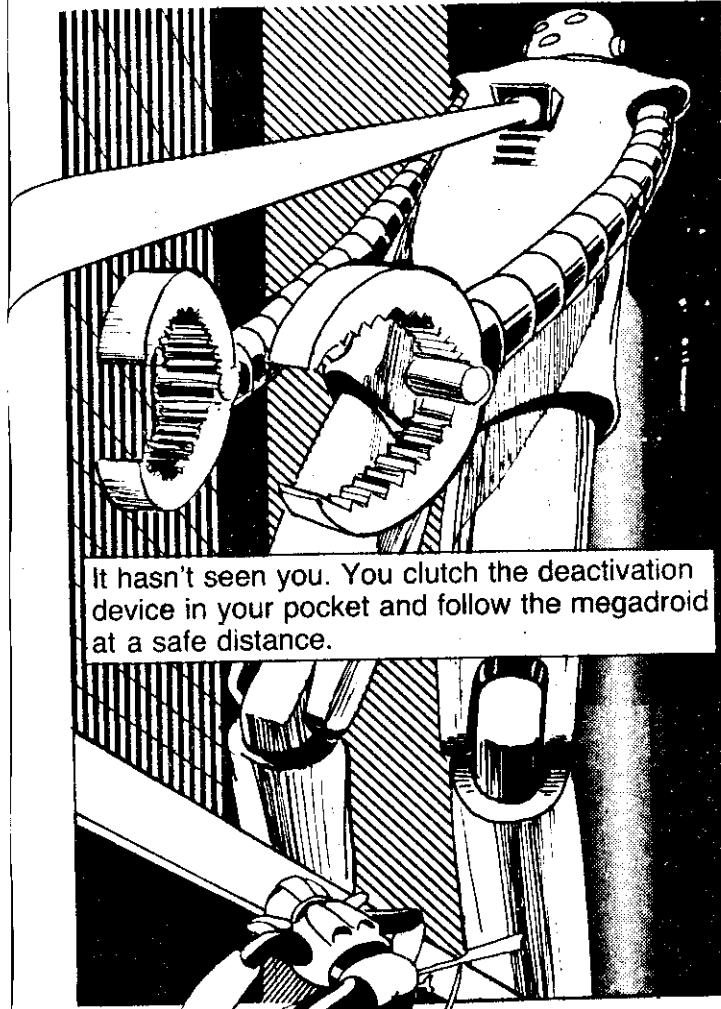
The noise of the droid falling into Zillio's trap alerts Skystalker. He cautiously runs out from behind the pyramid to find out what has happened to Zillio.



Zillio is waiting to ambush him! You must protect Skystalker. He knows where the Romular Sphere is hidden.

Turn to page 101.

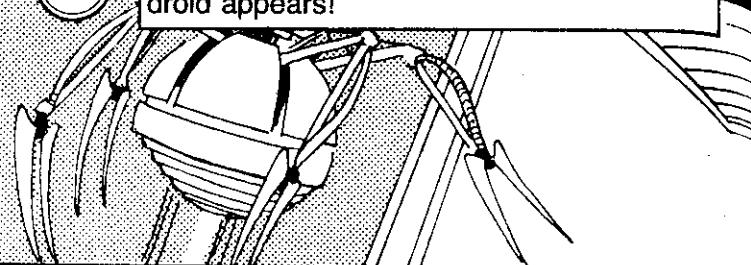
You and Daxon race across the plazas and along the avenues toward the fortress. Suddenly you see a gigantic robot. "That must be a megadroid!" says Daxon.



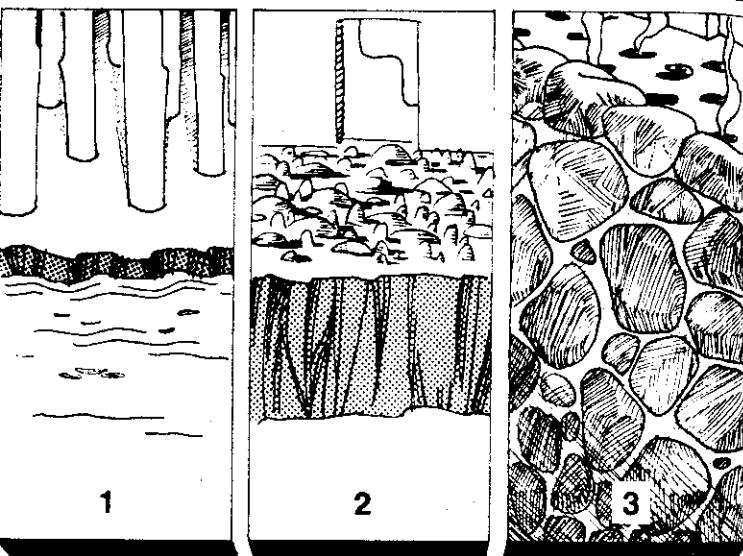
It hasn't seen you. You clutch the deactivation device in your pocket and follow the megadroid at a safe distance.

Turn to page 90.

Behind you, the deadly search-and-destroy droid appears!



The three exits lead to (1) a wide, shallow canal, (2) a deep, narrow gap, and (3) a high, rough wall. "It's up to you," says Daxon.



1

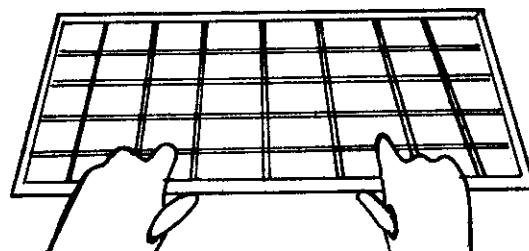
2

3

Exit 1? Turn to page 47.
Exit 2? Turn to page 64.
Exit 3? Turn to page 103.

You wonder if you can learn anything here. You type the word HELP. A message appears on the computer screen: "Watch out for the megadroids." Daxon says, "What are megadroids?" You don't know, so you type MEGADROID. Another message appears on the screen.

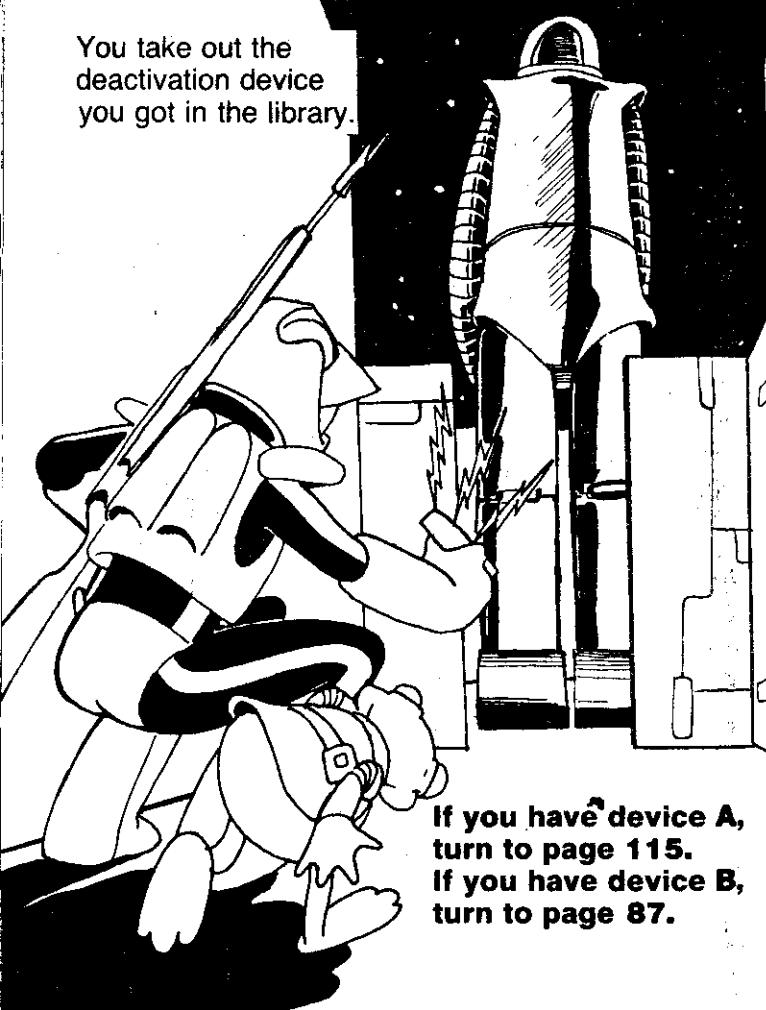
To get a device that will deactivate megadroids, type a word that can be spelled with the letters in *megadroid* and that has the same meaning as *fantasy*.



Do you type DREAM?
 Turn to page 111.

Do you type IMAGE?
 Turn to page 54.

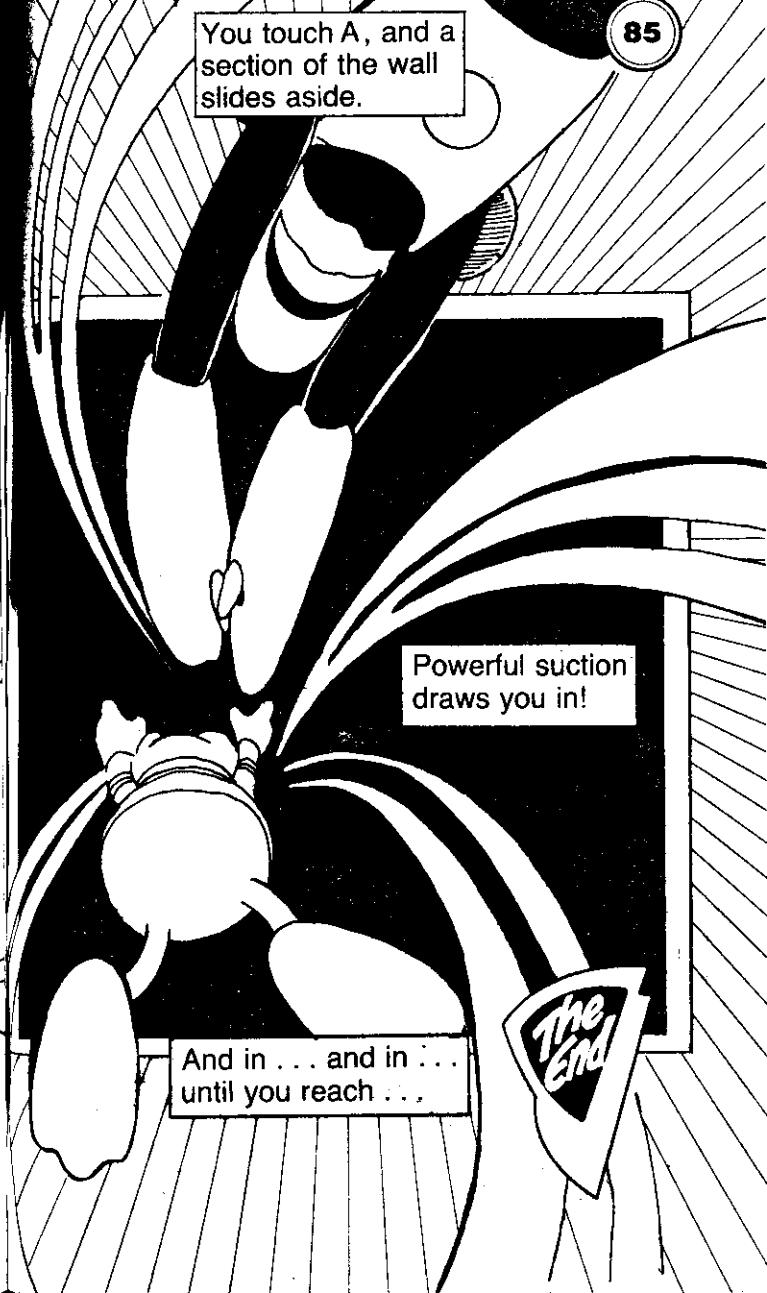
You and Daxon wind through the maze and approach the megadroid from the rear.



You take out the deactivation device you got in the library.

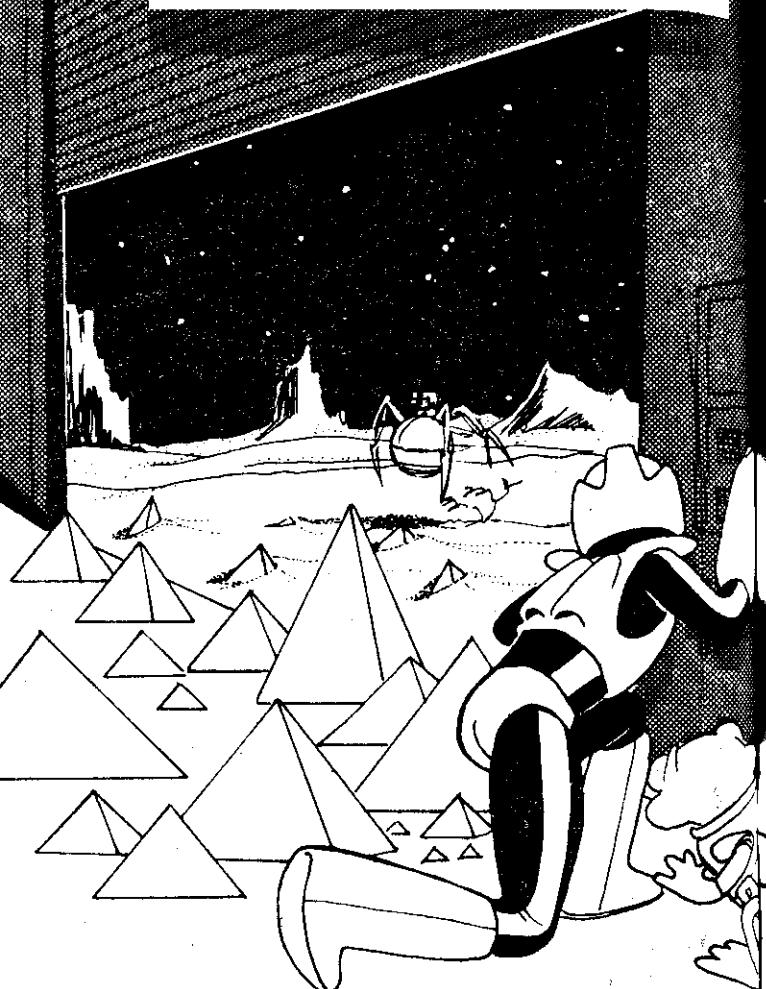
If you have device A, turn to page 115.
If you have device B, turn to page 87.

You touch A, and a section of the wall slides aside.



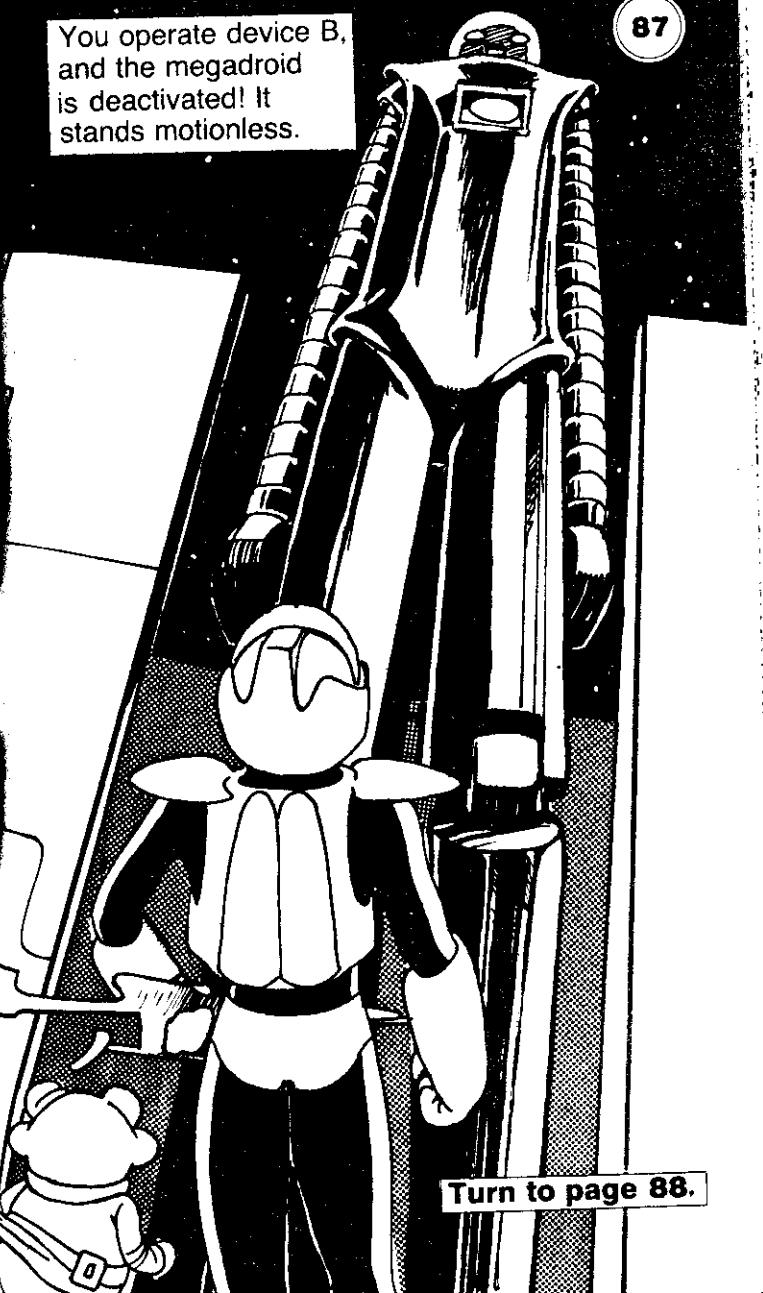
And in . . . and in . . .
until you reach . . .

You and Daxon run to a panel on the wall. It has controls to raise or lower the wall that can separate the area of pyramids from the area of the desert.



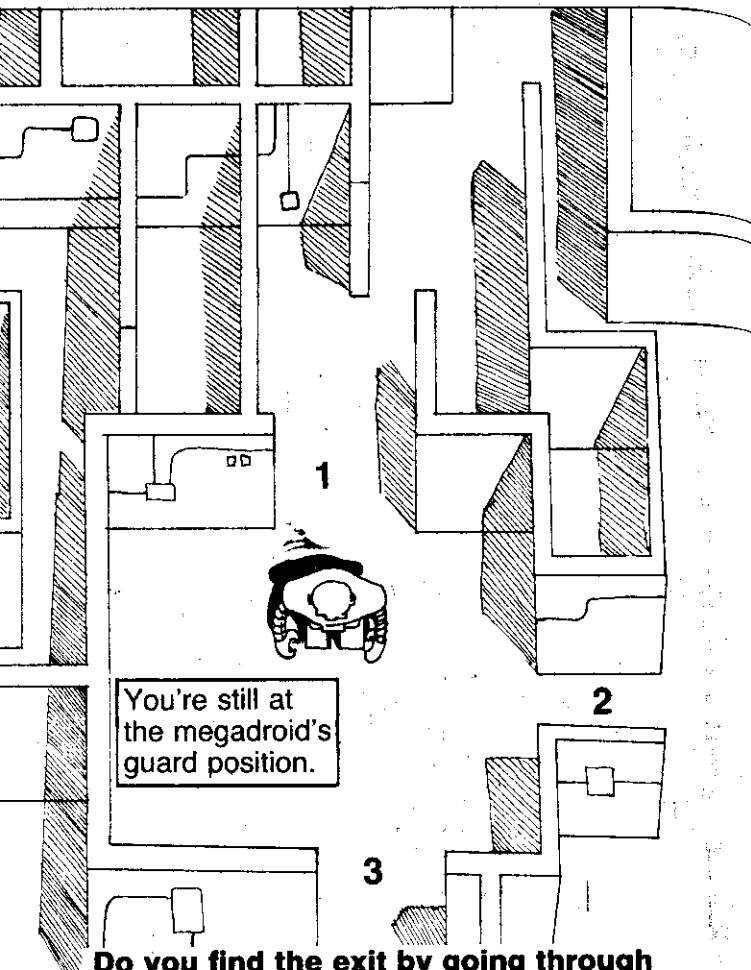
Turn to page 61.

You operate device B, and the megadroid is deactivated! It stands motionless.



Turn to page 88.

Daxon says, "We'd better get out of this maze before more megadroids show up!"



You're still at the megadroid's guard position.

Do you find the exit by going through gate 2? Turn to page 116.

Do you find the exit by going through gate 3? Turn to page 44.

(If you're not sure, check page 91.)

The book says that the planetoid was built by a mad genius to test the intelligence of any thinking being. Daxon says, "It's a good test!"

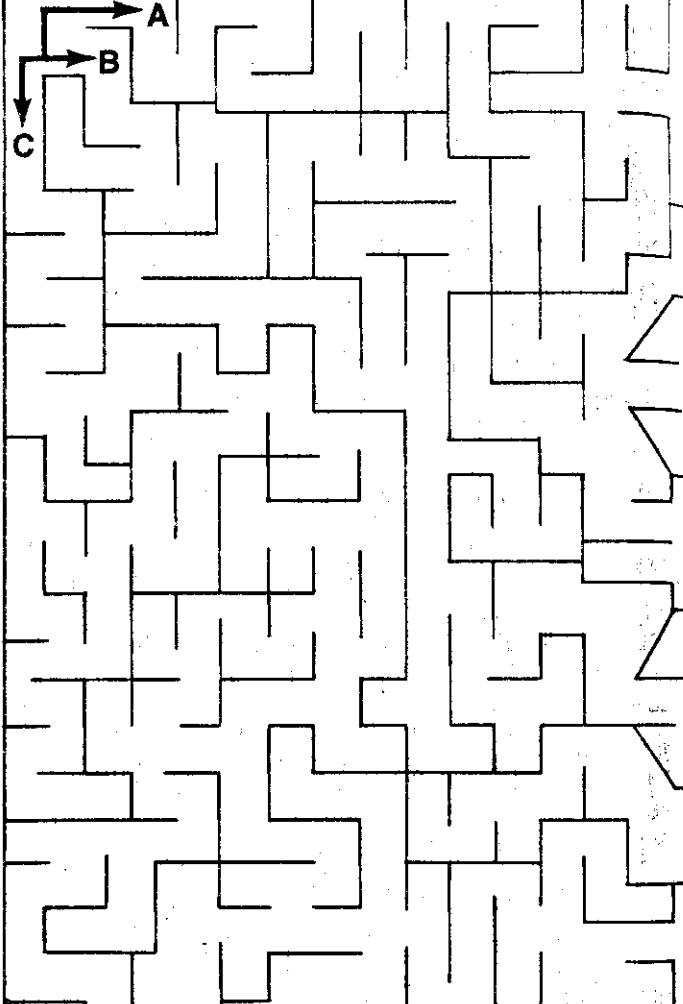
Leaving Zillio safely tied up, you and Daxon set off to find the surface—and Skystalker!



Turn to page 63.

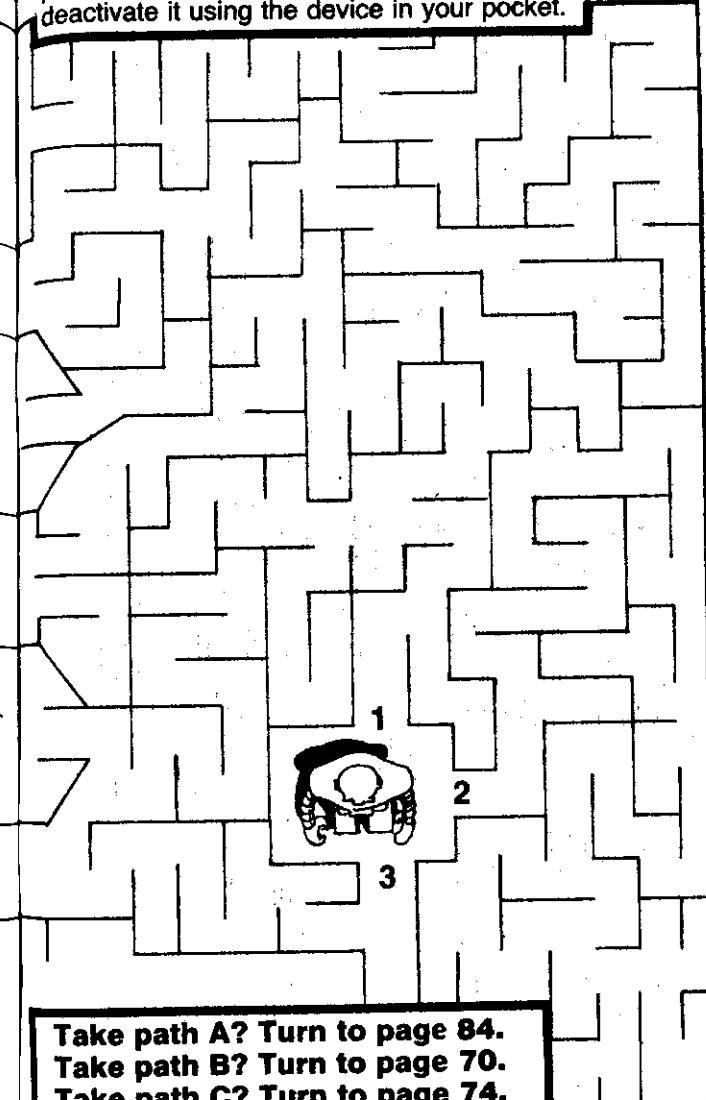
The megadroid has entered a maze of pathways and walls and taken a position guarding the exit. It towers above the walls!

START



You must get through this maze to reach Skystalker's fortress.

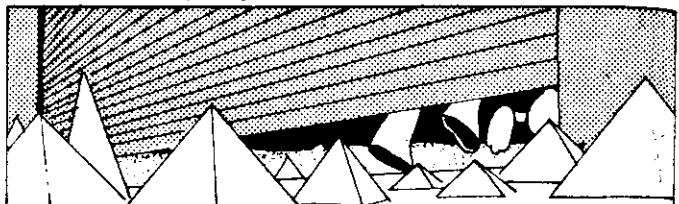
Perhaps you can sneak past the megadroid and get through the exit. Or if you can get to point 1, behind the megadroid, you can try to deactivate it using the device in your pocket.



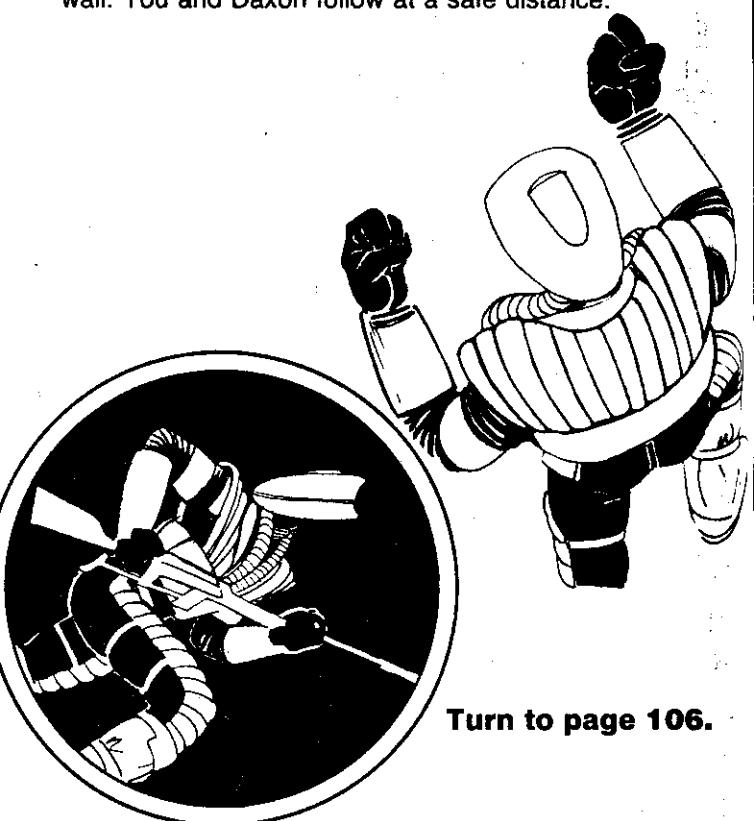
Take path A? Turn to page 84.
 Take path B? Turn to page 70.
 Take path C? Turn to page 74.

EXIT

As the wall slides quietly down toward the floor, you and Daxon jump into the desert area. Perhaps you can get Zillio's laser stun rifle. Then you will be an equal match for Skystalker when you go after him.



Zillio is furious that the wall has prevented him from shooting Skystalker! He runs through an exit in the far wall. You and Daxon follow at a safe distance.

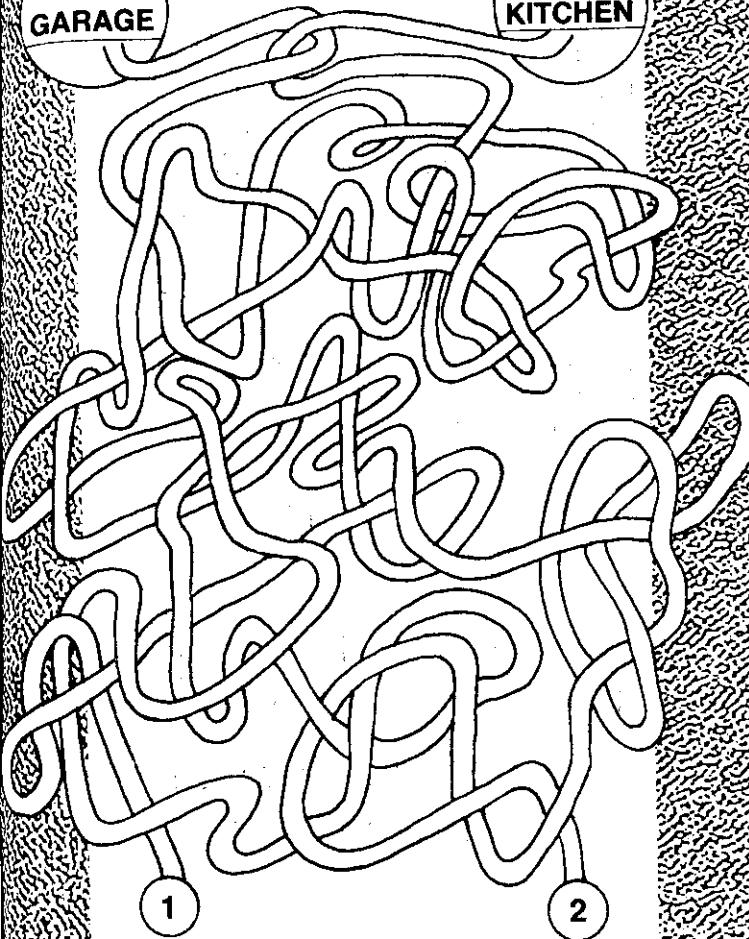


Turn to page 106.

"The autotubes begin here," says Daxon. "They are used to send in supplies. If we can get to the kitchen, maybe we can surprise Skystalker in his own house!"

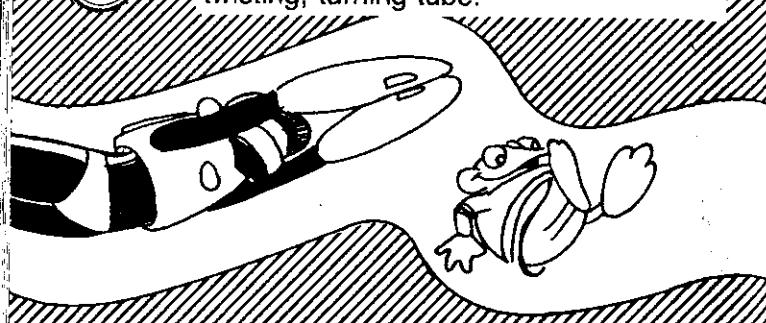
GARAGE

KITCHEN



Take tube 1? Turn to page 109.
Take tube 2? Turn to page 94.

A strange force carries you through the twisting, turning tube.

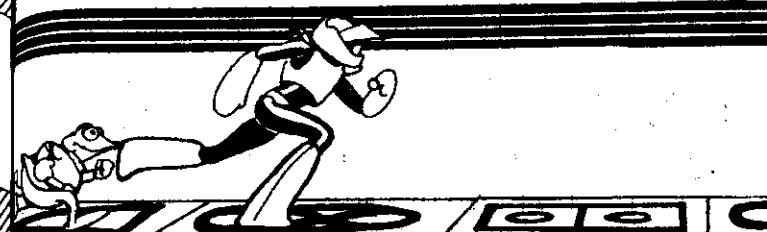


You come out in Skystalker's kitchen. You and Daxon raid the supply of universal foods—good for all living beings. You need energy for your meeting with Skystalker!

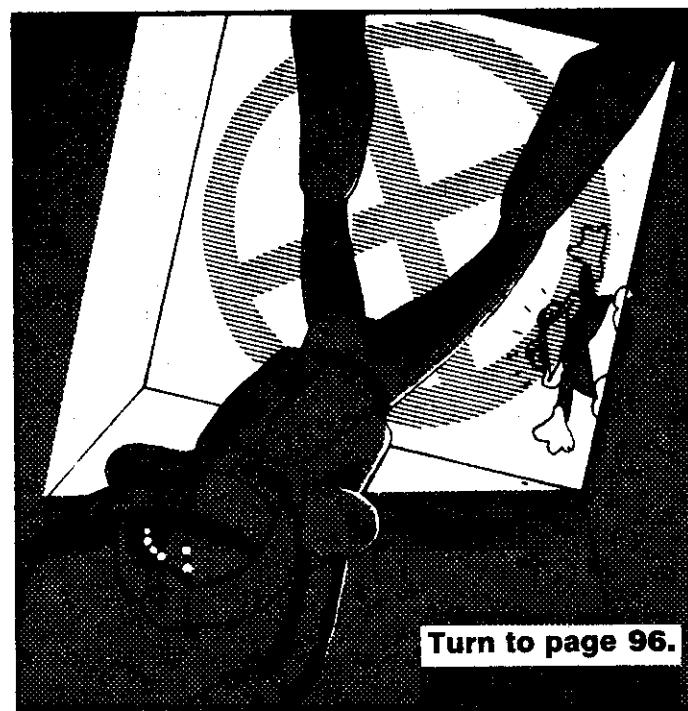


Turn to page 105.

You come out into a corridor and run ahead.

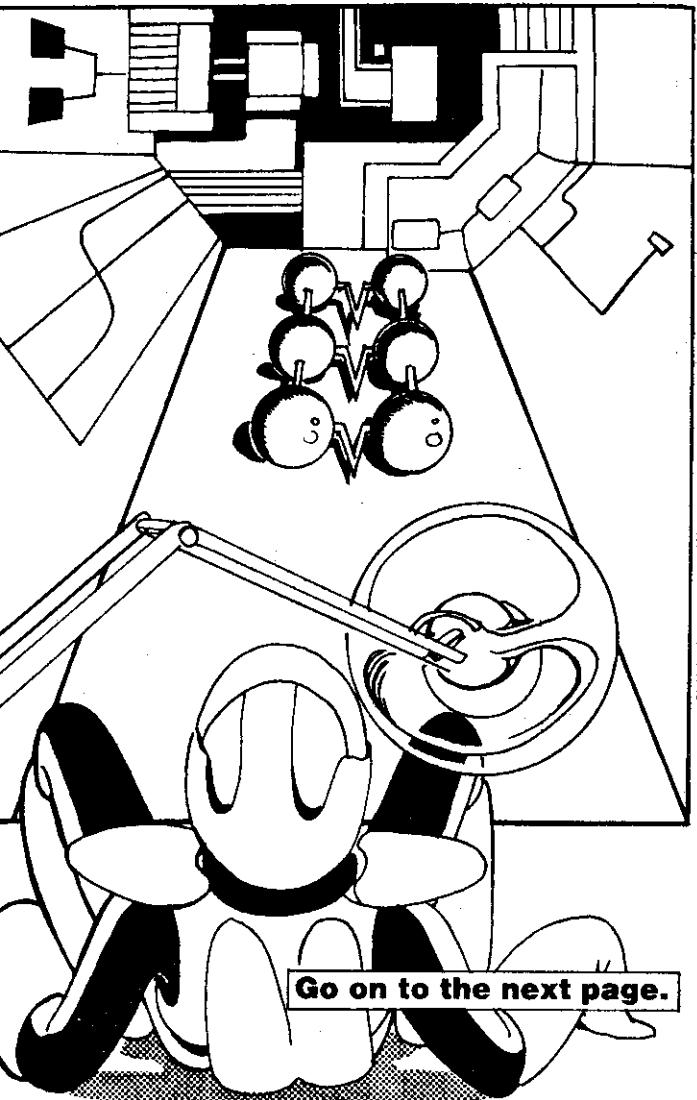


The floor is an illusion trap, and you fall into blackness! Daxon teeters on the edge, but keeps from plunging over.

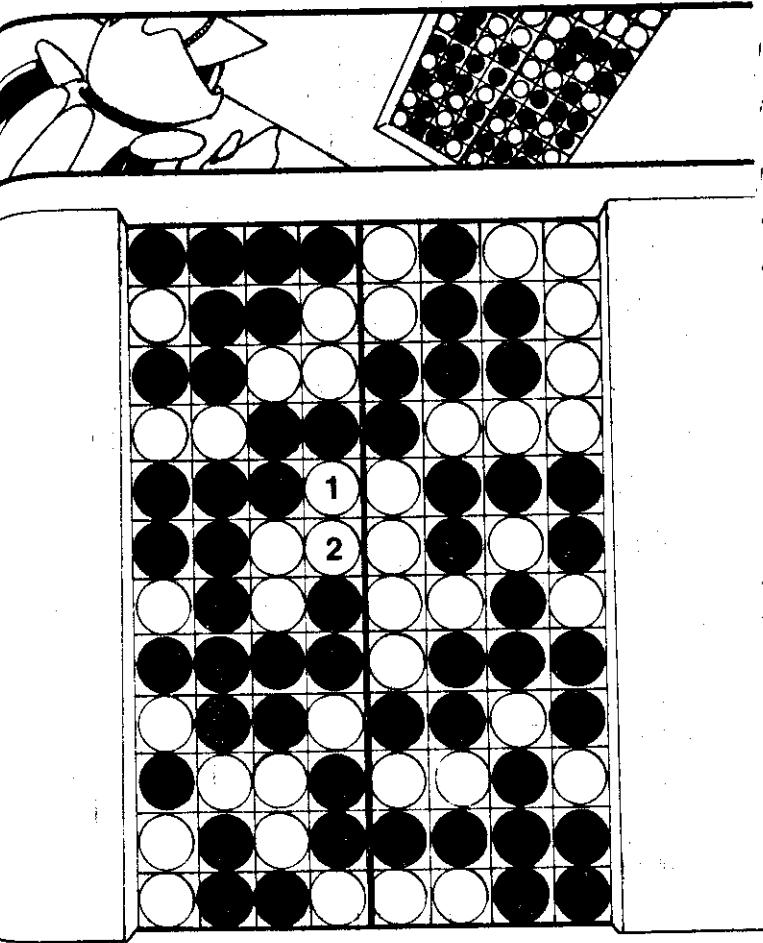


Turn to page 96.

You fall through the darkness and finally land on a hard surface with a thump. Light streams from a lamplike object sticking straight up from the floor. Strange "furniture" is on the ceiling. You're in an upside-down room! You feel as if you're going to fall up!

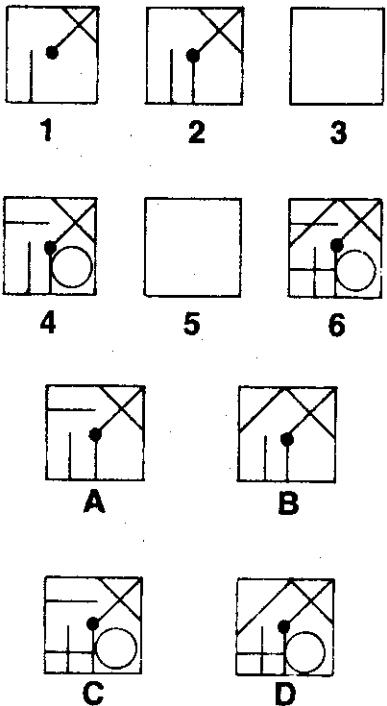


You can't see how you got into this room, but you can see a way out—a doorway in the wall near you on the "floor." You can open the door by pushing on the circle that should be black to complete the pattern on the left side of the door.



Push circle 1? Turn to page 59.
Push circle 2? Turn to page 108.

Skystalker laughs and says, "With those controls I've set a deadly gas to be released all over the planetoid in one kad-minute! I've already taken the antidote, and there's none left! But don't worry—the gas is painless!"

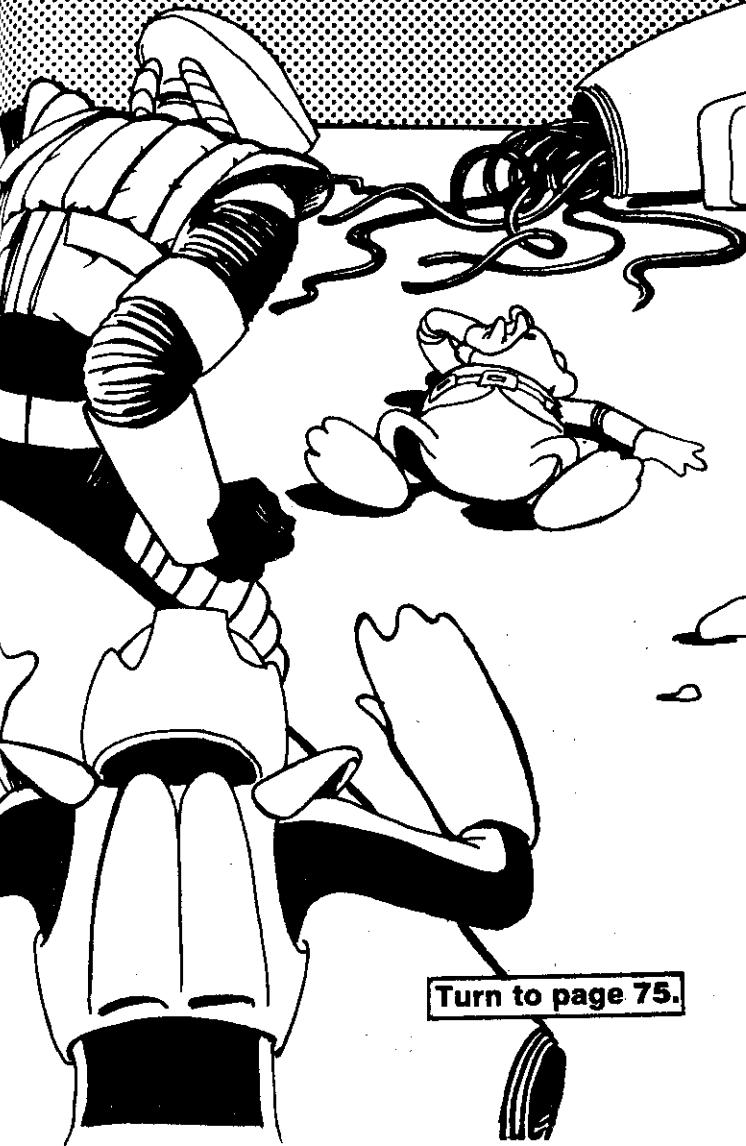


To deactivate the controls, you must push the two patterns that would fit in boxes 3 and 5 to complete the sequence. Hurry, Spy!

Touch shapes A and C?
Turn to page 118.

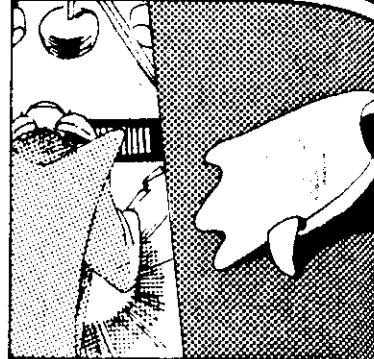
Touch shapes B and D?
Turn to page 117.

Daxon begins groaning and calling for help. Zillio hears him and approaches cautiously.

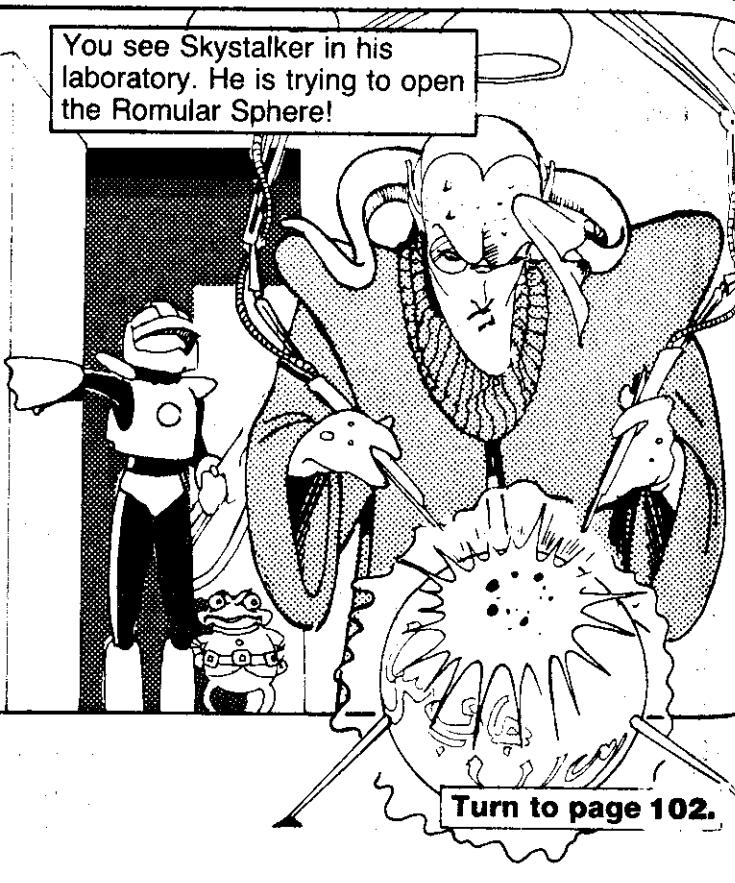


Turn to page 75.

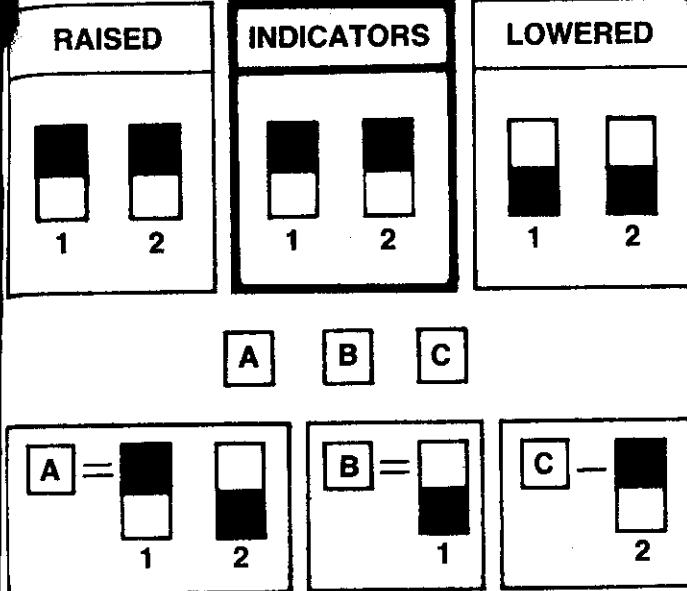
You step on the correct tiles and reach the door. You push it, and it swings slowly open.



You see Skystalker in his laboratory. He is trying to open the Romular Sphere!



You slide down the pyramid and run back to the wall controls. Zillio is in the desert, and Skystalker is still among the pyramids. If you lower the wall, Zillio will not be able to shoot Skystalker. The indicators show that the wall is now in the raised position. Below buttons A, B, and C is a display showing what happens to the indicators when each button is pressed. You must press each button once to set the indicators in the lowered position. Then the wall will come down.



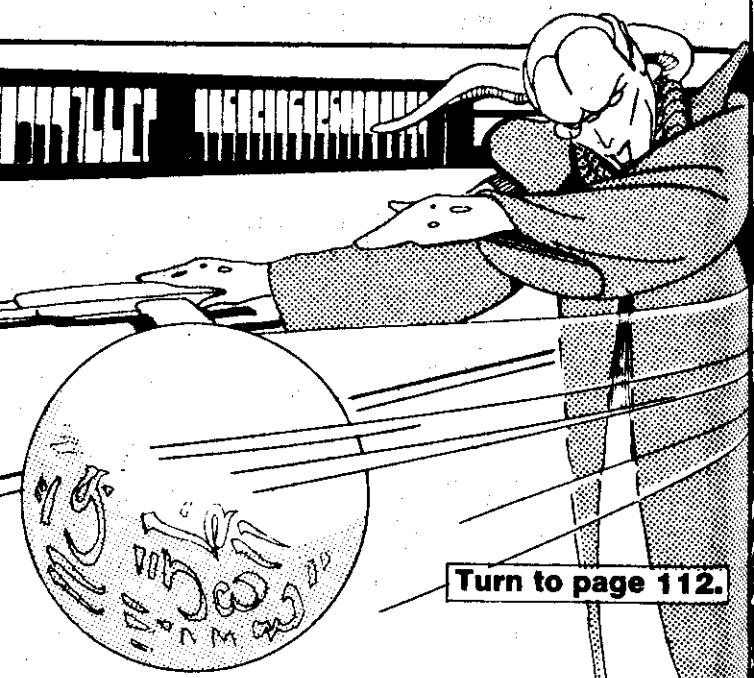
Do you press button C and then button A and then button B?
Turn to page 92.

Do you press button A and then button C and then button B?
Turn to page 65.

Your foot scrapes against the floor. Skystalker hears it and whirls around to face you.

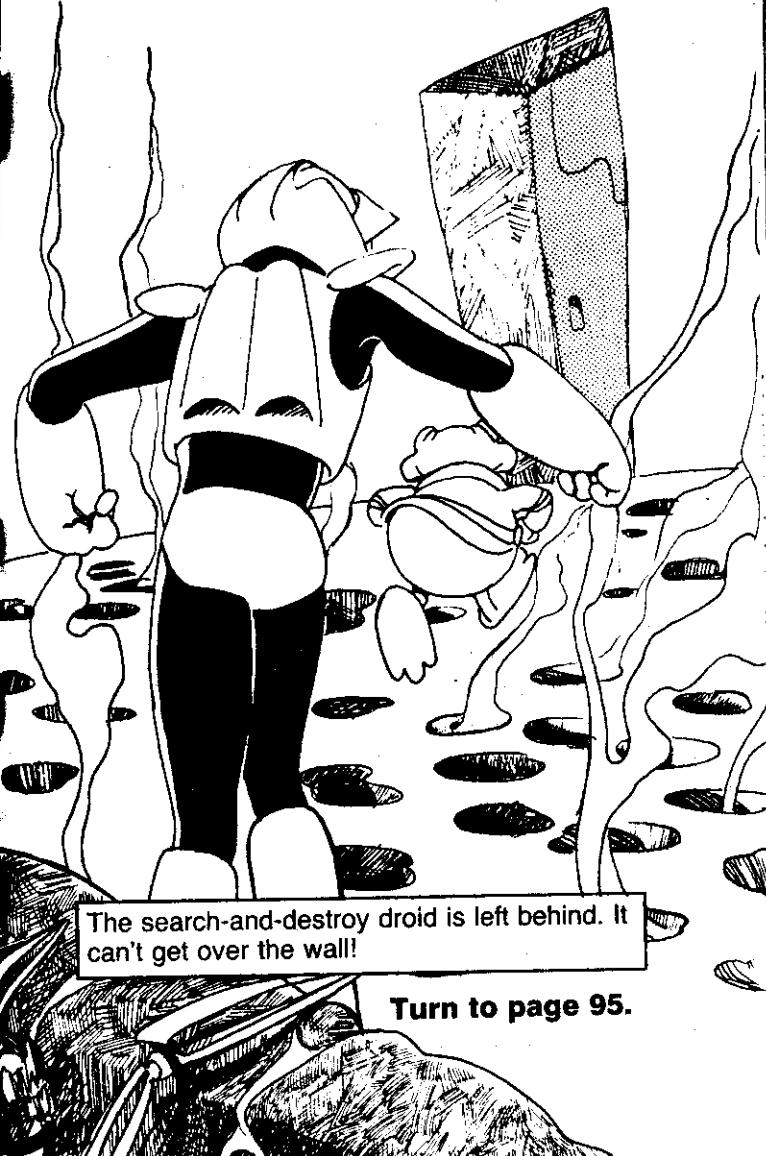


He says, "How did you get past my patrol droids?" Suddenly he throws the sphere at you and goes for his laser stun rifle!



Turn to page 112.

You and Daxon scale the wall and then jump down to the other side. The floor has holes filled with molten metal! Carefully you pick your way toward the exit in the far wall.

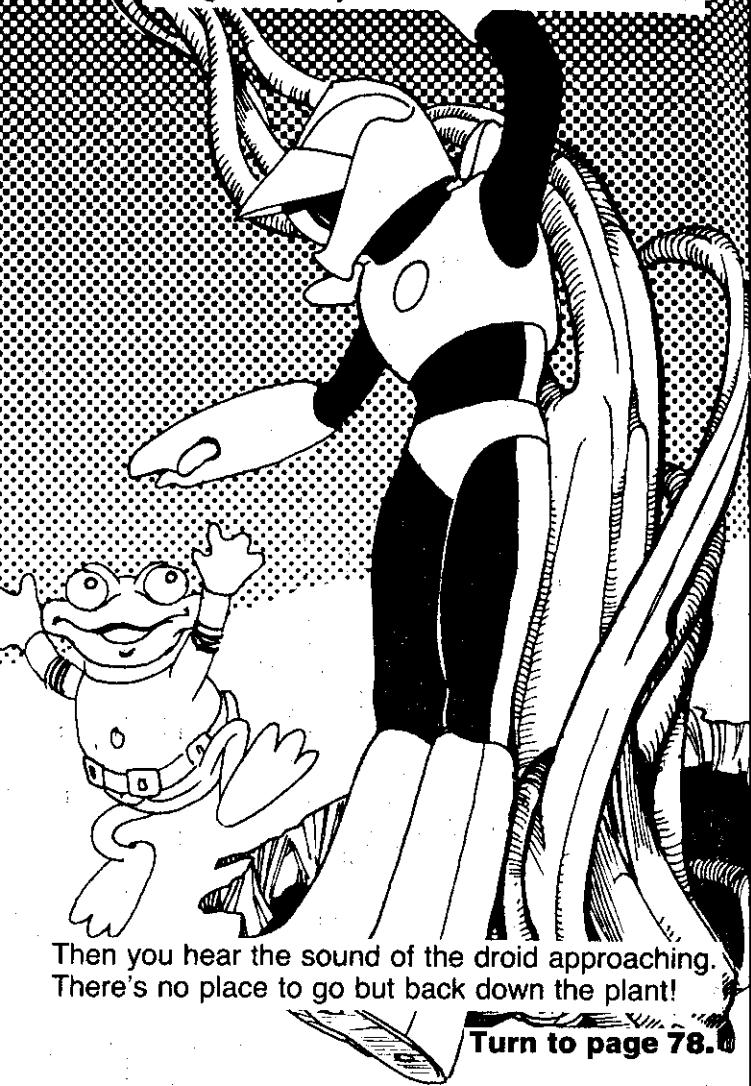


The search-and-destroy droid is left behind. It can't get over the wall!

Turn to page 95.

104

You climb up the plant and leap onto the floor of an upper level. Suddenly you see Daxon rushing toward you, shouting, "My friend! I thought I'd lost you!"

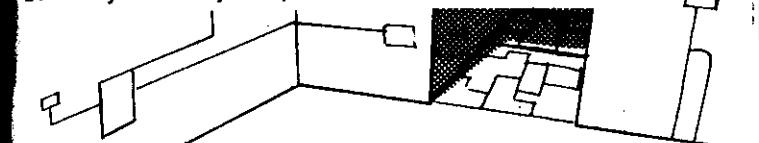


Then you hear the sound of the droid approaching. There's no place to go but back down the plant!

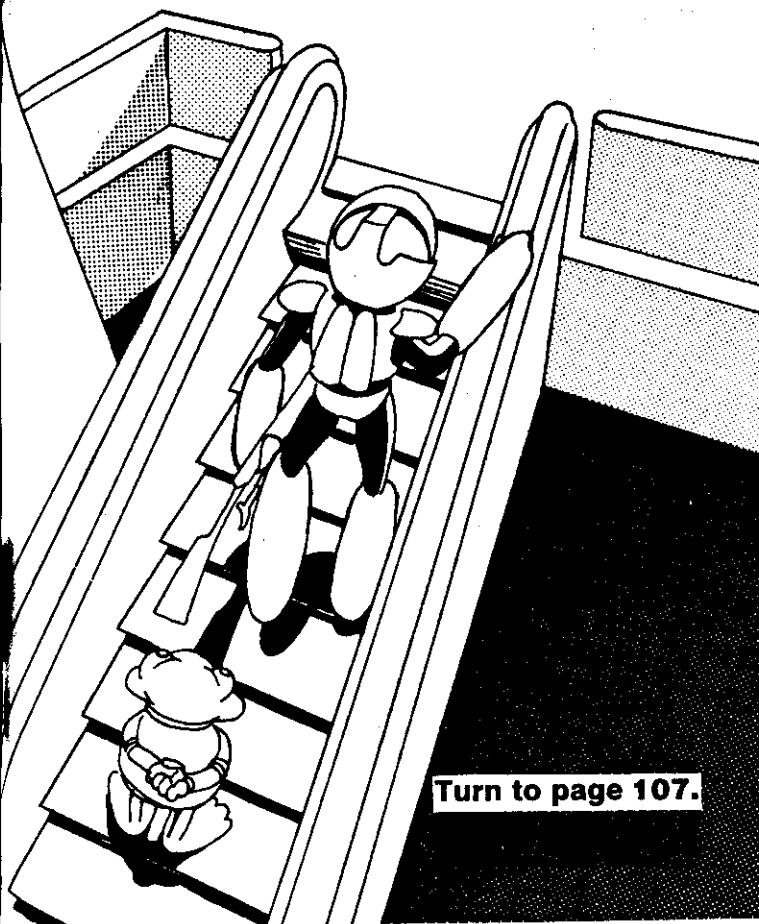
Turn to page 78.

105

You and Daxon leave the kitchen, alert for any droids that might be on guard. A moving stairway carries you up to a room on the next floor.

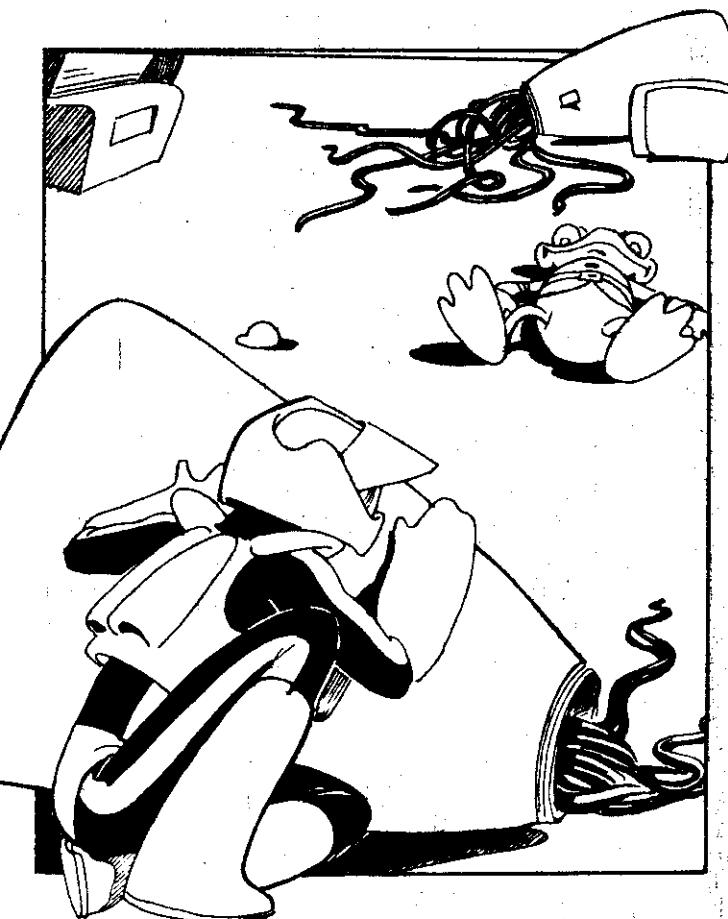


You hear faint noises coming from a dim hallway across the room.



Turn to page 107.

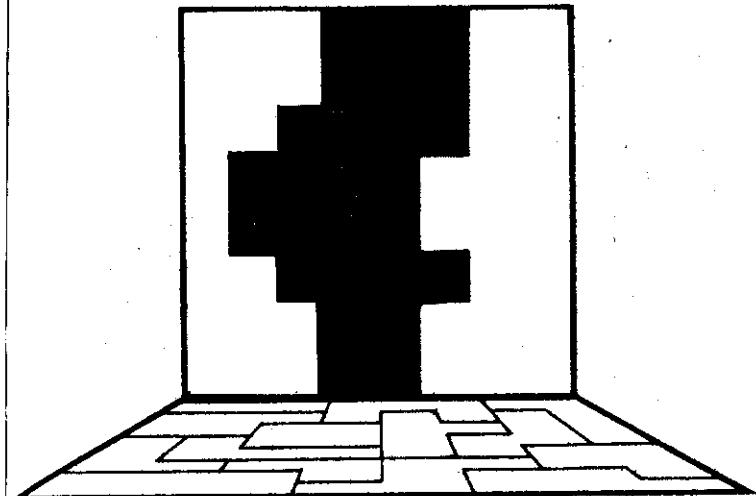
As you trail Zillio, Daxon says, "I have an idea. We can use me as bait!" You think you understand what Daxon has in mind.



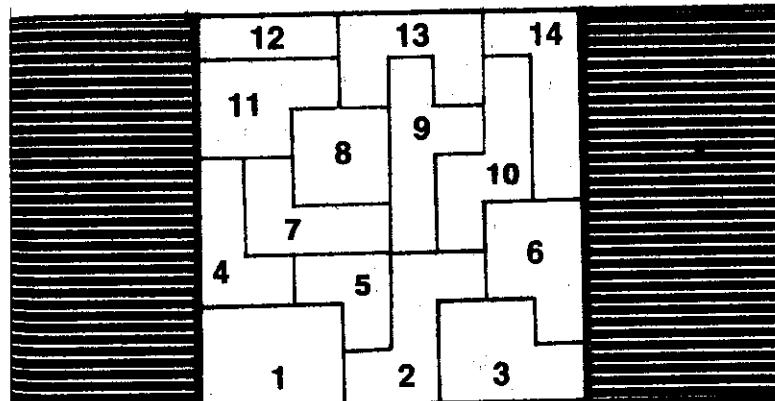
You track Zillio to a room where there are containers filled with cords. You and Daxon push some of the containers over. Then Daxon lies on the floor while you hide.

Turn to page 99.

The floor of the hallway is covered with a strange pattern of tiles. The door at the end has a shape engraved on it.

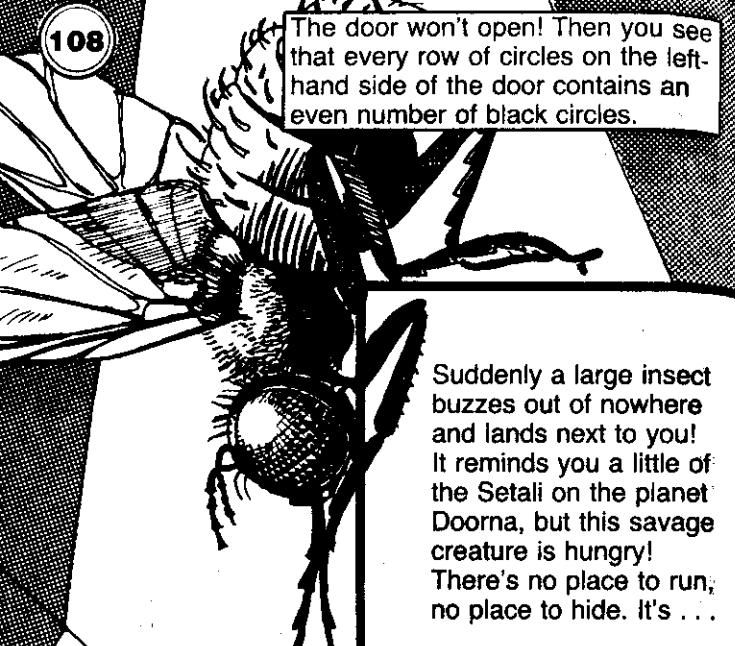


To open the door, you must step only on those tiles that make up the shape on the door.



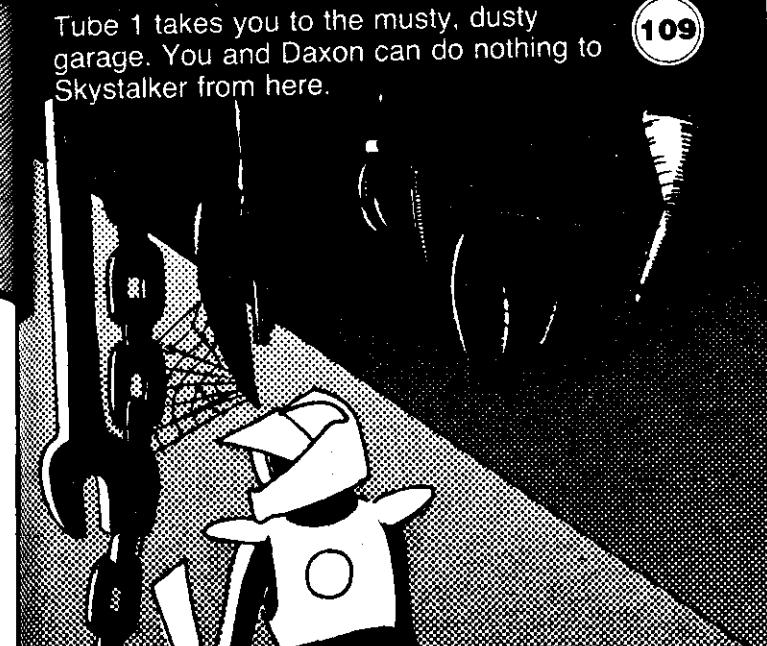
Step on tiles
2, 3, 8, 9, 10, 13?
Turn to page 110.

Step on tiles
2, 5, 7, 8, 9, 13?
Turn to page 100.



The door won't open! Then you see that every row of circles on the left-hand side of the door contains an even number of black circles.

Suddenly a large insect buzzes out of nowhere and lands next to you! It reminds you a little of the Setali on the planet Doorna, but this savage creature is hungry! There's no place to run, no place to hide. It's . . .

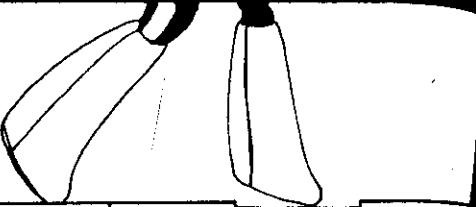


Tube 1 takes you to the musty, dusty garage. You and Daxon can do nothing to Skystalker from here.

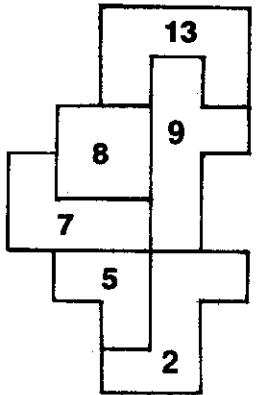
You whisk back up and take the other tube.

Turn to page 94.

You step on the wrong tiles!

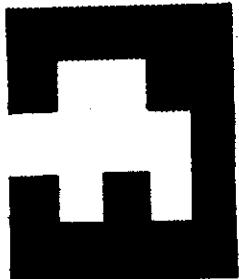


The floor rises and crushes you and Daxon against the ceiling!

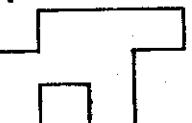


You type DREAM, and a drawer pops open underneath the keyboard. It contains two small devices. A message on the computer screen says:

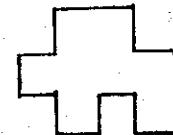
TAKE THE DEVICE THAT WILL FIT IN THE OUTLINED SPACE BELOW.



A

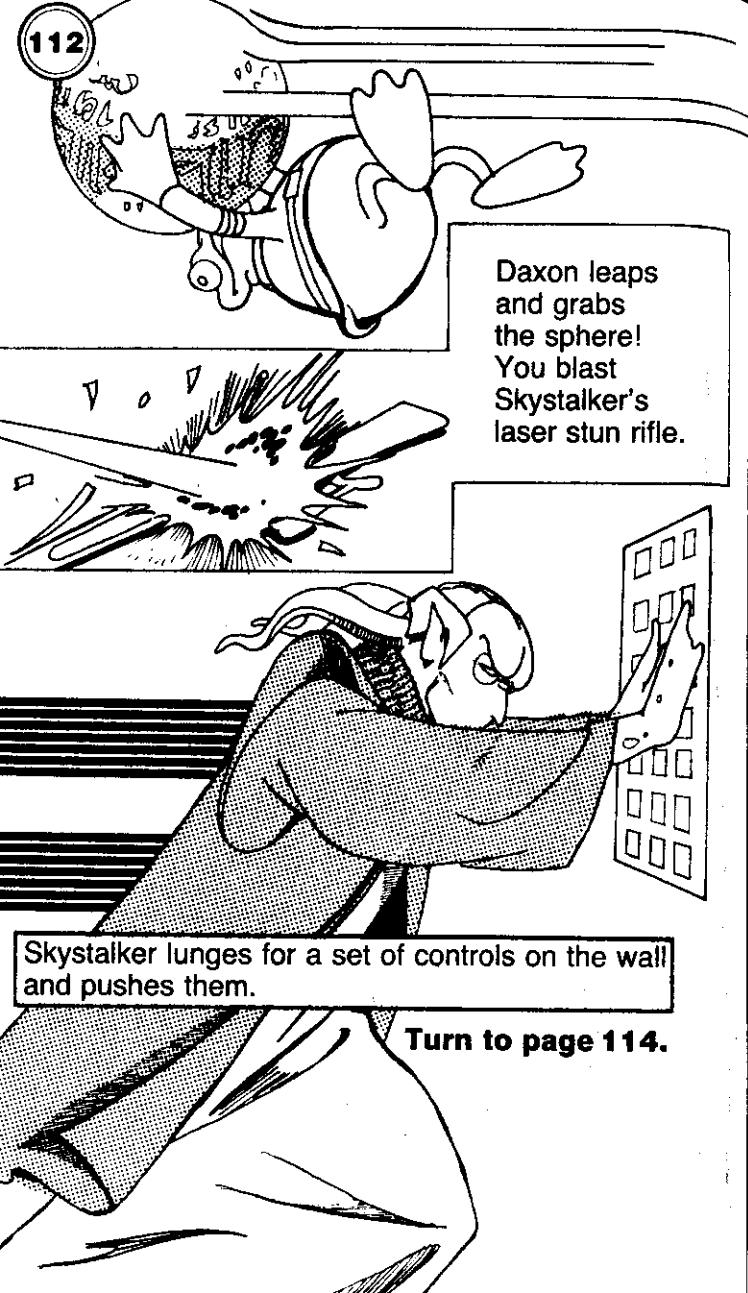


B



Take device A? Turn to page 53.
Take device B? Turn to page 56.

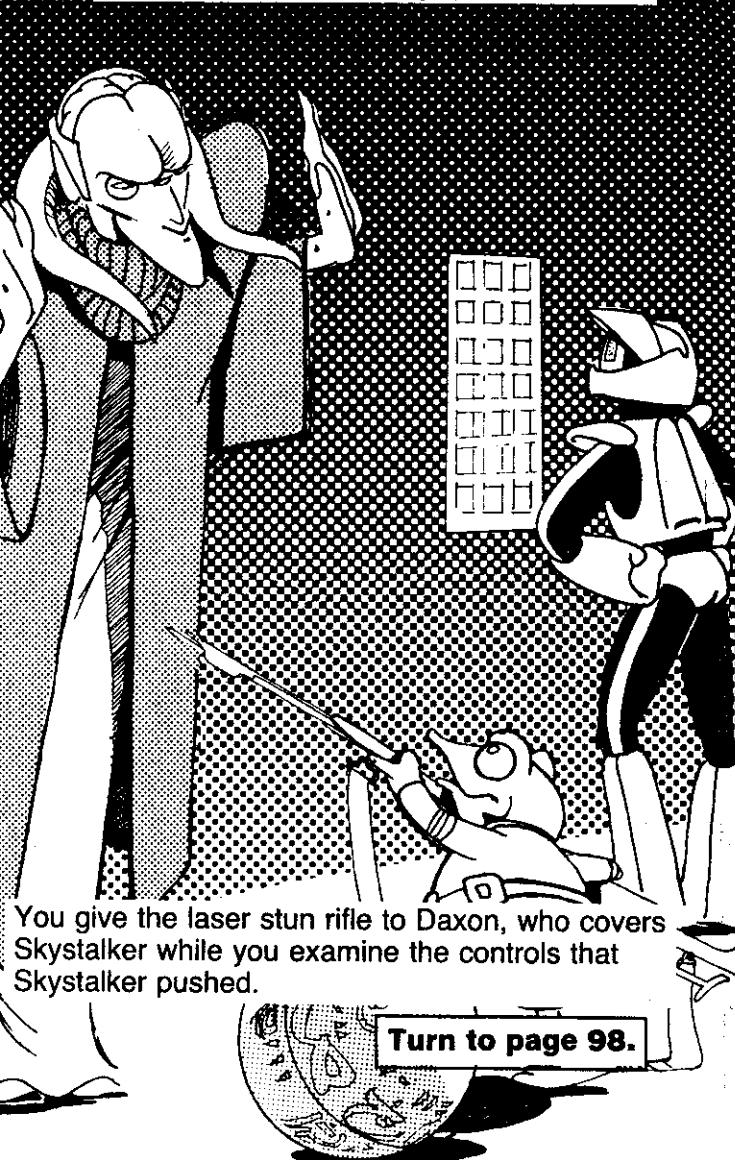
(Note: remember the letter of the device you take.)



Turn to page 114.



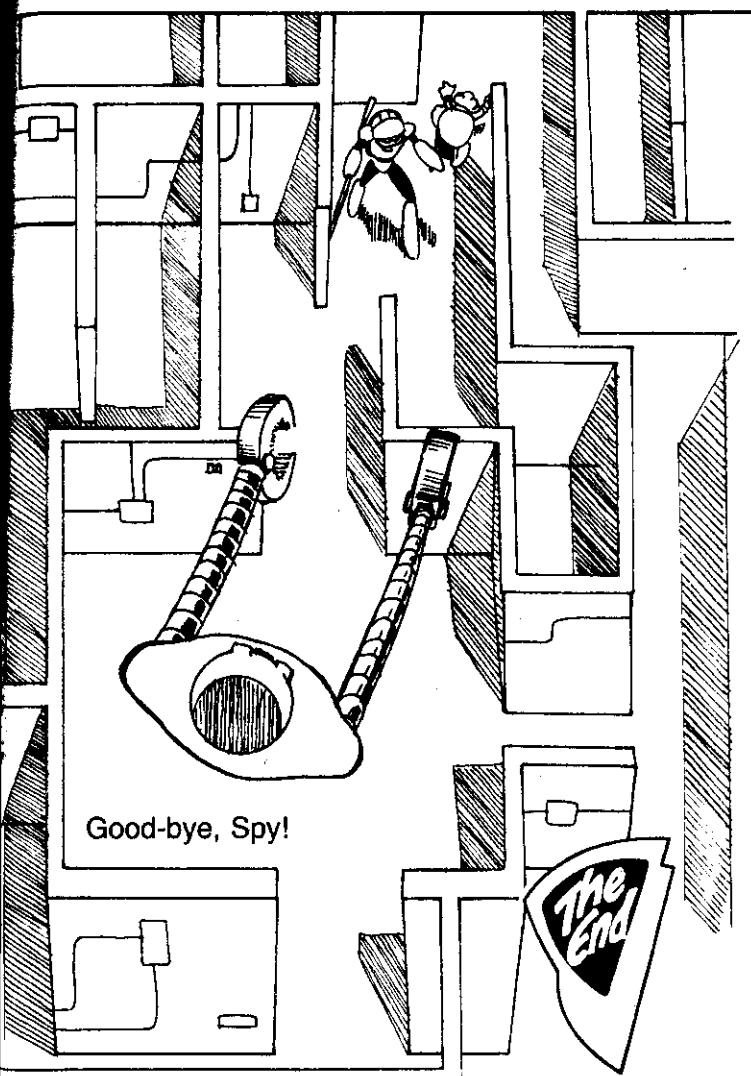
Skystalker puts up his hands. With a mocking smile he says, "I surrender. Don't shoot." You know he still has something up his sleeve.



You give the laser stun rifle to Daxon, who covers Skystalker while you examine the controls that Skystalker pushed.

Turn to page 98.

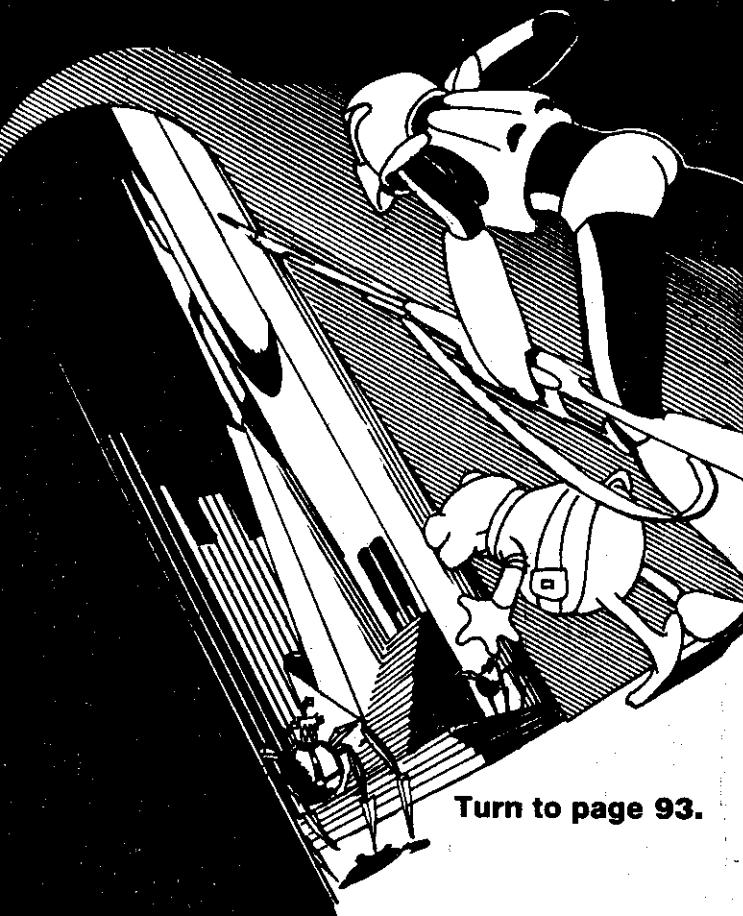
You aim deactivation device A at the megadroid and switch on the power. The device clicks loudly. The megadroid whirls around and sees you!



You and Daxon take gate 2 and leave the maze.

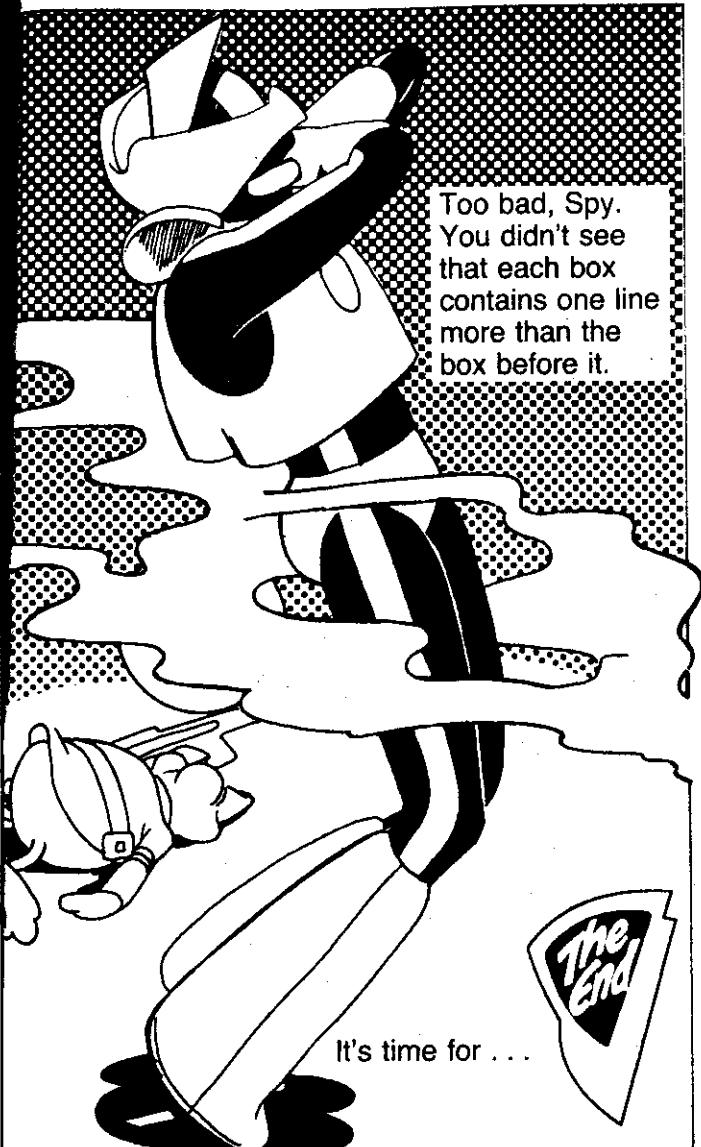
Daxon says, "We can sneak into the fortress through the autotube system. Follow me!"

Daxon leads you to a deserted area near the fortress. Droids patrol nearby—looking for you!



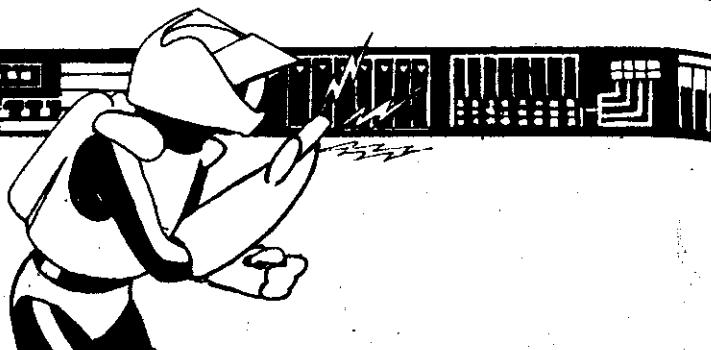
Turn to page 93.

Too bad, Spy. You didn't see that each box contains one line more than the box before it.



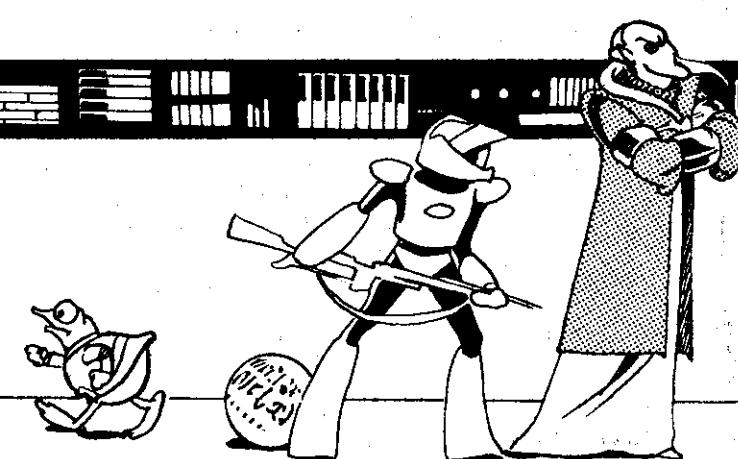
It's time for . . .

You did it, Spy! You prevent the release of the deadly gas.



You take your invisitron back from Skystalker so you will be able to see your ship again. Then you use Skystalker's equipment to send radio instructions to all the droids on the planetoid to stop patrolling and turn themselves off.

Daxon gives you back the rifle and goes to get Zillio from the room where you left him tied up.



Go on to the next page.

Soon you blast off for Spy Center, to drop off Skystalker so he can be tried for his crimes. Then you'll return the Romular Sphere to Kellzor.



Congratulations, Spy! Your first level 3 mission is a complete success!